POLYHEDRON

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Newszine Issue 25

RPGA NETWORK

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Notes From HQ

News for August

If you are a new member, welcome to the RPGA™ Network. POLYHEDRON™ Newszine is your means of communication with over 8000 other gamers worldwide. Our members use these pages to exchange ideas on their favorite games, find other players in their areas, and get the latest updates on club activities.

Convention Update

I was privileged to be an unannounced guest at the Glathricon Game Convention in Evansville, Indiana, and at Origins '85 in Towson, Maryland this past June. The RPGA Network sponsored tournaments at both conventions, and member participation was at a record high, apparently due to the increased local hobby activity generated by the new ranking system. Thanks to all who attended and helped make the conventions successful.

Other Famous Persons at Glathricon included Frank Mentzer; Guy McLimore, Jr., Greg Poehlein, and David Tepool, the designers of STAR TREK®: The Role Playing Game; and Rick Reid, the designer of FLUFFY QUEST. (For those of you who haven't played FLUFFY QUEST, it comes highly recommended, and has earned the official RPGA Network rating of "Cute" — pending Errol's review, of course.) BMT Designs (HACK'N'SLASH™ and HOODS & HEROES™ Card Games) had a project for Glathricon that deserves mention. For $1 the artists would draw a character of your choice on a huge poster, which was auctioned off when filled. All the money collected, both the individual dollars and the final sale price, was donated to UNICEF. Now that's a positive item that will get mentioned in the local paper. Thanks to BMT for that great idea and for donating their time and talent for such a worthy cause.

Special thanks also go to member Jeff Griggs, who wisely provided a second MARVEL SUPER HEROES™ Game scenario for a final round at Glathricon, and to ace judges Sharon and Barbara Carroll, Mike Mangieri, Tom Vail, Steve Spriggs, and Art Hengst for work above and beyond the call of duty at Origins.

Below are the winners from all sponsored events at Glathricon and Origins '85. Congratulations to all!

About Those Letters....

Regretfully, HQ has been unable to inform all those ranked in the Tournament Ranking System of their point totals in writing, as promised. Please bear with us while we adjust the computer program to accept the new data and to generate official responses. Meanwhile, the new membership cards which many of you have already received list the player and judge levels you have earned, and they are acceptable proof of achievement for entry into restricted events.

A New Idea

Dungeon Masters, what do you do when your players want to go to town? It's easy enough to come up with an armorer and a general store to sell adventuring supplies to characters, but as they progress, characters have more and more "town business"; and not everyone is equal to the task of designing a whole city from scratch. However, most of us who have continuing campaigns have designed all or part of a city at some time. Why not put our heads together and combine what we have done into a whole city adventure setting that we could all use?

The basic idea is similar to Robert Asprin's "Thieves World" books, in which a setting was created, then multiple fantasy authors wrote stories within that setting, using one another's characters. For the city project, HQ will take suggestions for the physical placement of the city (i.e. terrain, climate, etc.) and publish the consensus in the Newszine. Then anyone wishing to participate in the project could contribute as much or as little as desired — a store, tavern, house, city block, NPC, street encounter, guild, etc. When all the submissions are in, HQ (with the help of experts such as Gary Gygax and Frank Mentzer) will assemble and rewrite the submissions to make a cohesive whole, and overlay a political structure, background, and system of government that fit in with the "flavor" of the place. The final product would then be published as a collective work by the RPGA™ Network, either through the Newszine or as an actual TSR product, depending on the size. Each contributor would be initially credited in print and would receive a free collector's copy of the final product from the first printing.

If you're interested in the city project, write in and tell us how you think the city should be placed, and whether it should be in the WORLD OF GREYHAWK™ Fantasy Campaign Setting. (That's right, Gary has agreed to allow the RPGA Network to develop a small piece of Greyhawk if we wish — an option never before available even to professional designers! Of course, certain sections of that world for which he has definite plans, such as the City of Greyhawk, will not be available for the project, but there are many areas that could be developed.) We will be finalizing plans very shortly, and we'll go ahead with the project if there seems to be enough interest. So get your two cents in today!

1ST PLACE	2ND PLACE	3RD PLACE

Glathricon — AD&D Game Open Tournament

Donald Bingle	Joe Martin	B.J. Brenner
Robert Etheridge	Ed Peterson	Spann Brockmann
Steve Glimpse	Gregory Schwartz	Edd Cates
Randall Lemon	E.J. Skidmore	Jeff Griggs
Jeff Martin	David Starks	Bill Martin

Glathricon — MARVEL SUPER HEROES Game Open Tournament

Guy McLimore	Jeff Martin	Tom Dunville
Jean Rabe	Michael Sandlefur	

Glathricon — TOP SECRET® Game Tournament

Jeff Martin	Bob Etheridge	Jean Rabe

Origins '85 — AD&D Game Open Tournament

Bruce Abrahams	Charlie Boutin	Dan Gainor
Rubin Bard	Vincent Manna	John Harnes
Ken Cline	Bill Milton	Kevin Kelly
Rick Fetter	Karen Peters	Daniel Miller
Greg Mavrone	Richard Piercy	James Rouselle
John Phillips	Ry Schwark	Brian Safigan
David Slater	Sandi Sherman	Dave Simmons
John A.T. Vaccaro	Lee Thompson	Max Waggoner

Origins '85 — AD&D Game Members-Only Tournament

Paul Bosselait	Gordon Gover	Steve Caplan
Pamela Boynton	Shirley Robertson	George Scherwich
Todd Goldman	Dave Simmons	Dave Schmur
Neil Maruca	Bill Stevens	Timothy Smith

Unofficial New MAGIC-USER SPELLS Part 2

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by Jon Pickens

This is the third installment in the "New Spells" series. ("Unofficial New Spells for Clerics" appeared in Issue #22, and Part 1 of "Unofficial New Magic-User Spells" was published in Issue #24.) Many of the magic items listed in the Dungeon Masters Guide *have effects that cannot be duplicated by any spells currently in the system. However, such items are often listed as rechargeable — but how? The spells suggested here may provide a solution to this common campaign dilemma, and a few useful "extras" have been offered as well.*

Multi-lock (Alteration)

Level: *6*
Range: *1"/level*
Duration: *Permanent*
Area of Effect: *Special*
Components: *V,S*
Casting Time: *6 segments*
Saving Throw: *None*

Explanation/Description: This spell will cause all non-magical portals (doors, windows, and similar closures) within a designated enclosed area to instantly slam shut and *wizard lock*. The maximum volume that can be covered by the spell is a 4" × 4" × 4" cube, increased by 1" per level over 12 (5" × 5" × 5" at thirteenth level, 6" × 6" × 6" at fourteenth, etc.). Once the area into which the *multi-lock* was cast has been closed off, no further portals will be affected, regardless of volume.

Wizard Seal (Alteration/Abjuration)

Level: *6*
Range: *Touch*
Duration: *Special*
Area of Effect: *1 scroll or book*
Components: *V,S,M*
Casting Time: *8 hours*
Saving Throw: *Special*

Explanation/Description: This spell enables the caster to protect magical writings (such as spellbooks) from perusal by unauthorized individuals. Common *sealings* allow safe access to designated individuals, or to a specific class, alignment, guild, or experience level, etc., at the caster's choice.

Unauthorized entities attempting to read the material must immediately save vs. spells or be afflicted with a *curse* (as the fourth level spell), which is specified at the time of *sealing*, and which can only be removed by a caster of equal or greater level. A successful save indicates that the reader experiences a sudden headache, but no further ill effects at that time. However, additional saving throws must be made for each spell level (or equivalent) read thereafter, each at a cumulative -2 penalty, and failure at any point afflicts the reader with the preset *curse*.

The *seal* remains potent until magically removed by a *remove curse*. However, if the remover's experience level is lower than that of the original caster, there is a 5% chance per level difference between them that the *sealed* writings will be destroyed. Furthermore, if the writings are destroyed, there is a 10% chance per level difference that the *curse* will affect the remover. *Dispel magic* will not affect a *wizard seal*.

Sealed material detects as magic; and if *sealed* by alignment, the appropriate detection spell will reveal it as "good" or "evil", or even reveal the caster's exact alignment if a *know alignment* spell is used.

It is rumored that a variation of this spell allowing the *sealing* of small containers, etc., exists or is being researched. The material component is a 500 gp ruby, which is crushed at the conclusion of the spell.

Petrification Gaze (Evocation)
cf. Basilisk

Level: *7*
Range: *½" per level*
Duration: *1 round/level*
Area of Effect: *Personal*
Components: *V,S,M*
Casting Time: *7 segments*
Saving Throw: *Neg.*

Explanation/Description: While this spell is in effect, the caster may use a gaze attack, exactly like that of a basilisk, against one opponent per round. The gaze is in addition to normal attacks and requires but one segment to complete. The victim must save vs. petrification or be turned to stone, unless precautions have been taken to shield the eyes. This gaze attack extends into the ethereal plane, and the caster is subject to the effects of his own reflected gaze. The material component is an ointment that includes powdered basilisk scales or ground cockatrice feathers.

Spell Turning (Abjuration)
cf. Ring of Spell Turning

Level: *7*
Range: *0*
Duration: *3 rounds/level or until ten spell levels have been* turned
Area of Effect: *Personal*
Components: *V,S,M*
Casting Time: *1 turn*
Saving Throw: *None*

Explanation/Description: This spell distorts the three normal dimensions with respect to spells directed at the caster, causing them to rebound in full upon the attacker, or in part if the spell's capacity has been reached. Area spells not targeted upon the caster, spell effects delivered by touch, psionic attacks, and magical effects from items which are triggered without spellcasting (*e.g.* rings, wands, etc.) cannot be *turned*. (Note that scroll spells must be cast, and are therefore subject to *spell turning*.)

One spell level may be *turned* for each level of the caster. The last spell *turned* may be only partially affected — divide the number of levels of turning capacity left by the spell level of the incoming spell to see what fraction is *turned*. The remainder will affect the caster. (For example, if one spell level capacity remains against a second level spell, 50% of the incoming spell takes effect, and the other 50% is turned back against the original caster.)

If the caster and the attacker both have *spell turning* in effect, a resonating field is set up, and one of the following effects takes place:

Percentile Dice Roll	Effect
01-70	Spell drains away without effect
71-80	Spell affects both equally at full effect
81-97	Both *spell turning* effects are negated
98-00	Both individuals go through a rift into the Positive Material Plane

The material component is a small silver mirror.

Shooting Stars (Evocation)
cf. Ring of Shooting Stars

Level: *8*
Range: *½" per level*
Duration: *1 round/level*
Area of Effect: *Special*
Components: *V,S,M*
Casting Time: *8 segments*
Saving Throw: *Special*

Explanation/Description: This spell creates three small missiles with fiery tails that shoot forth from the caster's fingertip, flying in a straight path toward designated targets. No "to hit" roll is needed; the missiles hit automatically unless the target successfully saves vs. spells. (There is a penalty of -2 to the save at ranges of 2" or less, -1 at 2" - 4" ranges, and no penalty at longer ranges.) The *shooting stars* detonate on impact, inflicting 12 points of damage on the target, then explode in a 1"-diameter sphere. Any creature within the burst radius must save vs. spells or take 24 points damage. (A successful saving throw reduces damage to 12 points.) Untargeted *shooting stars*, or those which fail to hit their designated targets, simply explode at the end of the spell range.

The missiles may be released one at a time or simultaneously, but any not released before the spell duration ends are lost. The material component is a wax candle that must be lighted and held while the spell is in effect.

X-ray Vision (Alteration)
cf. Ring of X-Ray Vision

Level: *8*
Range: *0*
Duration: *1 round/level*
Area of Effect: *Special*
Components: *V,S,M*
Casting Time: *8 segments*
Saving Throw: *None*

Explanation/Description: This spell allows the caster to see into or through substances which are impenetrable to normal sight. Vision range is 20', with the viewer seeing as if lighting conditions were normal due to expanded vision capability. *X-ray vision* will penetrate 20' of cloth, wood, or similar animal or vegetable material, up to 10' of stone or 10 inches of many metals:

Substance Scanned	Thickness Penetrated per Round of X-Raying	Maximum Thickness
Animal matter	4'	20'
Vegetable matter	2½'	20'
Stone	1'	10'
Iron, Steel, etc.	1 inch	10 inches
Lead, Gold, Platinum	nil	nil

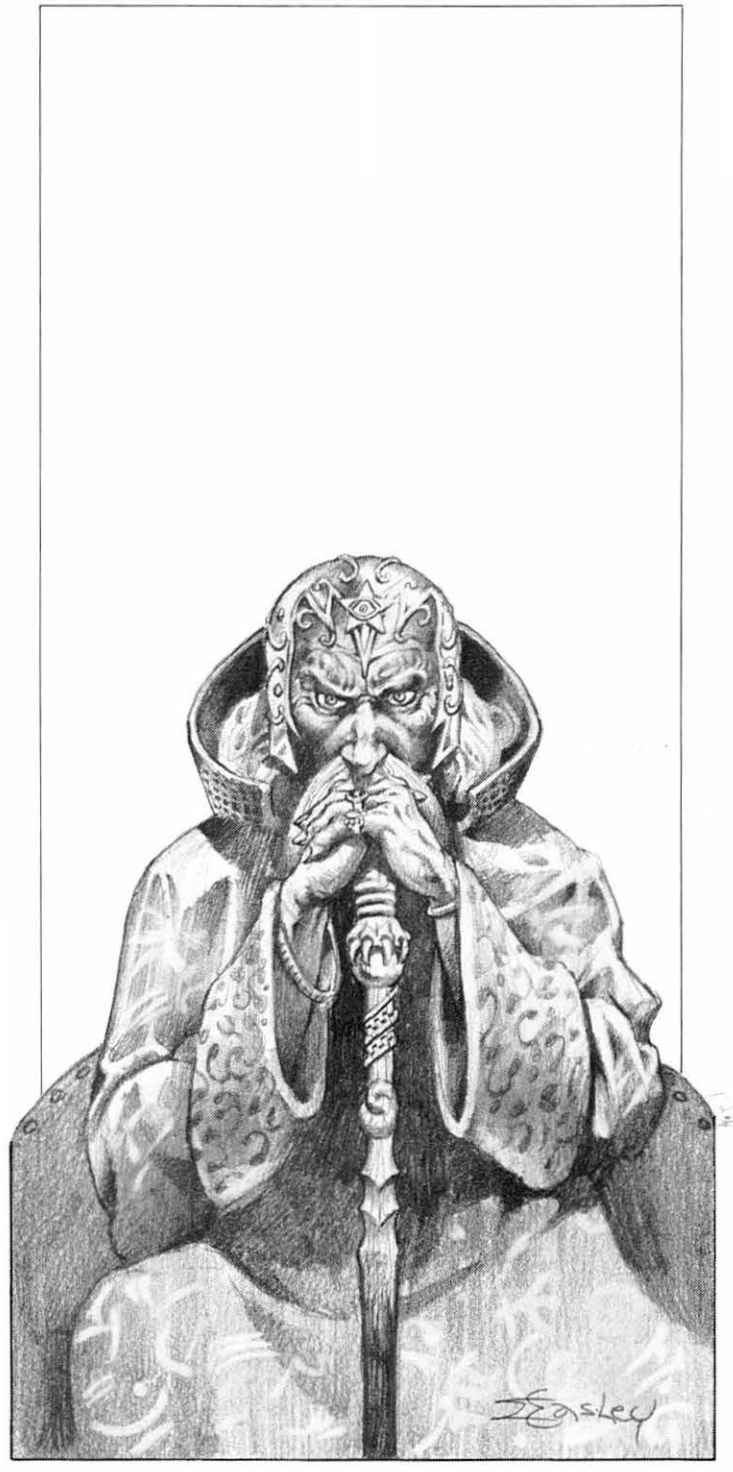
100 square feet can be scanned per round; thus, during 1 turn the caster could scan a full area of stone 10' wide, 10' high, and 1' thick. Secret compartments, drawers, traps, hidden items, recesses, doors, and the like are 90% likely to be located by *X-ray vision* scanning. The material component is a special ointment that costs 1000 gp per application to prepare. (Due to the deleterious effects of this preparation on the user's eyes, this spell can be safely used only once per day.)

Absorbtion (Alteration/Evocation)
cf. Rod of Absorbtion

Level: *9*
Range: *0*
Duration: *5 rounds/level*
Area of Effect: *Personal*
Components: *V,S,M*
Casting Time: *9 segments*
Saving Throw: *None*

Explanation/Description: This spell enables the caster to absorb and redirect up to ten spell levels of magical energy. The incoming spell is nullified, and the energy is stored as potential. Any type of spell directed at the caster may be *absorbed*, with the exception of area effect spells not centered on the caster, spell effects delivered by touch, and magical effects from devices not triggered by casting. The stored spell energy may be used to cast any spell currently memorized in but 1 segment without loss of spell memory, as long as sufficient stored spell levels are available at the instant the spell is cast. (This effect resembles the second function of *Rhary's mnemonic enhancer*.) Unused stored energy is lost at the end of the *absorbtion* spell's duration.

If an incoming spell exceeds the *absorbtion* spell's remaining capacity, the caster may make a saving throw vs. spells (with a bonus of +2 per level of the incoming spell *absorbed*), to avoid the effects of any remaining spell energy, even for spells which do not ordinarily allow saving throws. (A roll of 1 always fails.) The caster may voluntarily supress the *absorbtion* to receive beneficial spells, but then loses the ability to *absorb* hostile spells in that same round. The material component is an amulet (cost 1000 gp) that glows when spell energy is stored, then disintegrates on the ending of the spell.



The RPGA™ Network Player and Judge Standings

Since the new ranking system was put into place, there has been a significant increase in local activity in the hobby. In particular, numerous local conventions have made use of the tournament program, which gives players and judges more chances to gain recognition without requiring that they travel to major conventions. Attendence at smaller conventions has shown a marked increase, which the coordinators attribute to players wishing to participate in RPGA Network events. This has been especially obvious in this summer's conventions, since numerous players have been seeking out tournaments in order to qualify for the Masters event at GEN CON® 18 Game Fair. Overall, this increased activity benefits the hobby and ensures that local conventions continue to be available for all of us. Thanks to all who have actively participated this convention season, and congratulations to those who have moved up.

The last ranking was based on incomplete records. Since it was published, a number of members have challenged their listed rankings and have provided us with complete records of their past tournament experience. Level ratings for all those who had contacted HQ as of June 1, 1985, have been reviewed and adjusted for this listing. Our thanks to those who took the time to correct us. The closing date for the next ranking is December 1, 1985. If you feel that your rating has been incorrectly reported, please contact HQ before that date.

Without further ado, here are the official Player and Judge standings as of June, 1985. (Origins 1985, Emperor's Birthday Convention, and GEN CON® 18 Game Fair have not yet occurred as of this writing.) The next ranking will appear in the February 1986 issue of POLYHEDRON™ Newszine.

Player Experience Table

Level	Title	XP
0	Novice	0
1	Player	750
2	Gamer	1,500
3	Campaigner	3,000
4	Strategist	6,000
5	Tactician	12,000
6	Leader	25,000
7	Paragon	50,000
8	Adventurer	100,000
9	Master Adventurer	200,000
10	10th Level Master Adventurer	300,000
11	11th Level Master Adventurer	400,000

100,000 XP per level after 11th.

Judge Experience Table

Level	Title	XP
0	Rookie	0
1	Speaker	1,000
2	Arbiter	2,000
3	Moderator	4,000
4	Proctor	8,000
5	Referee	16,000
6	Mastermind	32,000
7	Tribune	64,000
8	Judge	120,000
9	Game Master	240,000
10	10th Level Game Master	360,000
11	11th Level Game Master	480,000

200,000 XP per level after 11th.

Judges

Level 10

Gygax, E. Gary

Level 9

Mentzer, Frank

Level 6

Blake, Robert J.

Level 5

Johnson, Harold
Petticord, Penny
Przytarski, Michael
Scott, Clyde E., III

Level 4

Caldwell, Andy
Cook, David
Hammack, Allen
Hoyer, William
Pickens, Jon
Tummelson, Jay
Ward, James

Level 3

Allen, Patrick
Behringer, Doug
Bergman, Noel
Cahoon, Tim
Collins, David A.
Everett, Tim
Fairman, Laura
Finney, Joe
Klein, Michael
Parker, Rembert
Staley, Dale

Level 2

Acres, Mark
Axler, David
Bergman, Evan
Boynton, Pamela
Danovich, John
Denning, Troy
Farstad, Errol
Fawcett, Bill
Goering, John
Goldsmith, Howard
Hague, Peter
Helmink, Randy
Holmes, J. Eric
Horton, Bruce
Mangieri, Michael
Meyers, Philip
Newsome, Peter
Niles, Doug
Null, Steve
Polster, Keith
Rasmussen, Merle
Selzer, James
Shoemaker, Mark
Smith, Carl
Somers, Michael
Vail, Thomas
Vetrovec, Frank
Wetherholt, Verne D., III

Level 1

Acres, Jamie
Auer, Robert
Baltazar, Mark
Bass, Chris
Batey, David
Becker, Jonathan
Bentley, Bill
Bertram, Timothy
Biederman, John
Bolton, Fred C., Jr.
Boughner, Bruce
Boyle, Eric
Boyles, Holbert
Brooks, Darren
Buchheit, Scott
Buffington, James
Burke, Harry
Carmien, "Fast Eddie"
Carroll, Kathy
Castelluccio, Chris
Conry, Bryan
Cooley, Bob
Crow, Steven
Curylo, Ted
Danner, David
Deffely, James
Delke, Tim
Delong, Gregory
Detlef, David
Dollinger, Scott
Eklund, Eric
Farrow, Peter
Ferguson, Robert H., III
Foote, Kelley
Fraga, Pedro
Frank, Anita
Furnas, John R., Jr.
Gallogly, Ethan
Geries, Mike
Goff, John
Goforth, Larry
Gralewicz, Jayson
Gray, Anne
Greer, Joseph
Gribble, Vicki
Griggs, Jeff
Grubb, Jeff
Heard, Bruce
Hickman, Tracy
Holcomb, Gordon
Holmes, Jeffrey
Howell, Michael
Humbert, Donald
Jarrett, Roger
Johnson, Brad
Johnson, Eric
Johnson, Garner
Johnson, George
Johnson, Paul
Jones, Doug
Karczag, Paul
Kay, Les
Kellogg, Scott
Kersell, Monty
Khas, Sue
Kidd, Lt. Donald
Kilpin, Tim
Koebernick, Corey
Kopitzke, Jim
Kopitzke, Robert
Kramarsky, Dan
Kuring, Tim
Lach, Mike
Leffler, Ken
Lowell, Gregory
Lyon, John
Martin, William
Mendelson, Andy
Mesloh, Sgt. Karl
Milner, Gilbert
Minz, Paul
Mitchell, Stanley
Moll, Thomas
Moore, Roger E.
Morgan, Robert
McCreary, Mark
Needham, Scott
Pacetti, Randy
Pancost, Gary
Paulsen, Russ
Price, Brian
Rabe, Bruce
Rabe, Jean
Ramsden, Richard
Reed, Neil
Reetz, Joe
Reiman, Cory

Reinhold, Richard
Roberts, Scott
Robertson, Shirley
Robinson, Bill
Rolston, Kenneth
Rotheroe, Dave
Schwab, Stephanie
Shields, Clay
Shipman, James
Shive, Geoffrey
Shook, Eric
Shurgin, Gary
Silver, Steven
Simon, Scott
Skinner, Talmadge
Smith, Clark, II
Sollers, Edward
Staudt, Eric
Stefek, Jerry, Jr.
Strobel, Dean
Swanson, Glenn
Wade, Tim
Waldkirch, Kurt
Watson, Robert
Weiss, Jeff
Westerman, Robert
Winter, Steve
Wolf, Joseph
Zizzo, Steve

Players

Level 8

Gygax, E. Gary

Level 4

Bergman, Noel
Bingle, Donald
Foote, Kelley
Lemon, Randall
Maruca, Neil
Null, Steve

Level 3

Desmond, Patrick
Glimpse, Steven
Grover, Steven
Grover, Valorie
Hanan, Jim
Jarrett, Roger
Jeffries, Robert
Jones, Reynolds
Kelly, David
Kelly, Michael
King, Ken
Kowing, Ben
Marko, Brad Terry
McGinnis, Shawn
McCreary, Mark
Peterson, Edward
Taglianetti, Michael
Thorpe, James
Werner, Russell

Level 2

Aikens, Tim
Alan, James
Allen, Patrick
Argent, Robert
Axler, David
Bartelt, Thomas
Bayless, T. Allen
Belfer, Russell
Bennie, John
Bingle, Linda
Bingle, Richard
Birnberg, Gary
Blake, Ronald
Bonario, Stephen
Bosch, Marnie
Brenner, B.J.
Bresson, Steve
Brewer, Richard
Bumgardner, Garald
Chrislaw, Joe
Christie, Todd
Cletcher, Terry
Ellis, John
Everett, Dennis
Everett, Troy
Fanning, Paul
Forbeck, Matt
Forsman, Eric
Gover, Gordon
Harnes, John
Herbert, Richard B., Jr.
Houghton, Rev. Phil
Hove, Jay
Johnson, Jay
King, Russell
Kokinda, Peter
Kovacs, Andrew
Lach, Mike
Legan, Jeff
Leonard, Phillip
Lewis, Thomas
Lichauco, Richard
Lunsford, Jeffrey
Marino, George
Martin, Jeff
Martin, Joe
Minz, Mark
Moeller, Jim
Motz, Robert
Mueller, Tom
McNally, Cheryl
Norlander, Mark
Parrish, Rick
Pease, Paula
Pell, Richard F., Jr.
Pichnarczyk, Richard
Piechota, William
Pisto, Rocky
Polli, Philip
Rabe, Jean
Ramey, Bill
Rathjen, Tim
Reuter, William
Rivers, Dennis
Robertson, Craig
Robertson, Shirley
Rogers, Terrill
Rowell, Phillip
Rupp, Matthew
Sandquist, Lois
Schwedler, Jay
Shelly, Kevin
Sladon, William
Stabosz, Tim
Stiegel, Robert
Stone, Dave
Stratton, Fred
Taylor, Peter
Terry, James
Tomes, Jeffrey
Trudgeon, Mike
Vetrovec, Frank
Wadsworth, Robert
Walters, Todd
Weberg, Sam
White, Brian
Zeal, Gary

Level 1

Abbott, Gordon
Adams, Fritz
Adlesick, Joseph
Adlesick, James
Aeck, Michael
Albrecht, Robert
Albright, Joe
Aldridge, Daniel
Alexander, Harlan
Alexander, Tom
Alford, David
Allen, James
Altomare, Robert
Ames, Scott
Anderson, Bruce
Anderson, Charles
Anderson, Christopher
Anderson, Darrin
Anderson, David
Anderson, Faires
Anderson, Roger
Arcisz, Gregory
Arnow, Curt
Atchison, Robert
Aull, Brad
Bachman, Chuck
Baker, Mike
Baldridge, Brad
Ball, Blake
Ball, Michael
Barnes, Jeff
Barrett, Vann
Bartley, Frelon, Jr.
Bartley, John
Bassler, David
Bauer, Erik
Baxendale, Jeff
Baxter, David
Beck, Nancy
Beeler, Jonathan
Beldin, Mark
Benford, Russell
Bennie, Joe
Berger, Steven
Bergman, Carolyn
Bergman, Evan
Berna, Bruce
Berosik, Gary
Best, Mike
Bishop, Hugh
Blackwell, Charles
Blagg, Don
Bliss, Lee
Bluestein, David
Blumberg, Marc
Blume, Brian
Blume, Kevin
Boger, David
Boren, Brannon
Boshears, Michael
Bosselait, Paul
Boughner, Bruce
Bowles, Jennifer
Boyd, Charles
Boyer, Steve
Boynton, Pamela
Bragg, Darold
Brannon, James D., Jr.
Brehob, Mark
Brennan, Elizabeth
Brennan, Catherine
Britton, James D.L.
Brooks, Darren
Brown, Donald
Brown, Michael
Bruns, John
Buckley, Stephen
Bugal, Larry
Burchett, Vincent
Bush, Iain
Cahill, Eileen
Callan, Jeb
Campbell, Charles
Campeau, Philip
Cannon, John
Caplan, Steven
Cardy, Christopher
Carey, Jeffrey
Carlson, Erick
Carra, Eric
Carter, Martin
Cassil, Donald
Caton, Craig
Centorcelli, Peter
Chacon, Marco
Chance, Michael
Chaney, David
Chase, Brian
Cheyne, Thomas
Cirpinski, John
Clark, Ben
Coderre, Paul
Conard, Christopher
Conley, Larry
Conry, Bryan
Cook, Cory
Corbett, Jeff
Corby, Stephen
Couch, Dennis
Court, Antonio
Craig, James
Crowley, John
Crowley, Mark
Cummings, Carol
Dachelet, Bill
Dachelet, David
Dallesasse, John
Dane, John
Daniels, Ralph
Danison, Mark
Darby, Robert
Daugherty, Richard
Decker, Tony
Deffely, James
Delong, Gregory
Demas, Eric
DiGravio, Dan
Dibble, Bart
Dickson, Scott
Diekman, Karl
Dietrich, Scott
Dobberpuhl, Jeffrey
Dobropolski, Elwin
Dobrowolski, Jeremy
Dollinger, Scott
Dominguez, Pedro
Donovan, Alfred
Dorfman, Brad
Dorsey, Michael
Dorsey, Richard
Doubell, Eric
Dowd, Jason
Driver, Eric
Dumitru, Donald
Dutra, Arthur III
Dewitt, Brian
Eckhardt, Jennifer
Edge, Mary
Edge, Warren
Edgell, Dean
Egan, Andy
Ehrnstein, Andrew
Eiche, Jon
Einwiller, Keith
Ekis, Joey
Elliott, Steven
Ellis, Robert
Elmore, Michael
Emmons, Duane
Ericson, Mark
Ericson, Bill
Etheridge, Michael
Etheridge, Robert
Fachini, Roger, II
Farnsworth, Robert
Faucette, John
Fauvergue, Gregory
Feeney, Kevin
Finney, Joe
Fischer, Timothy
Fish, David
Fisher, Jerrold
Fisher, Kevin
Fitrzyk, Walter
Fitzgerald, Dan
Fleming, Francis
Flom, Erik
Fogel, Bill
Ford, Pat
Frandsen, Raymond
Frank, Anita
Frech, Dewey
Fridley, Duane
Fry, Gregory
Fry, Randy
Futral, David
Gadberry, Michael
Gadwak, Ken
Galinkin, Jeff
Gallagher, Joe
Gardipee, David
Garner, David
Garon, Jack
Gater, Eric
Gawin, Andrew
Ghiloni, Jim
Gilliam, Michael
Goering, John
Goertz, Donald
Golovner, Robert
Gonser, Karl
Goren, Craig
Gorenberg, Benjamin
Gothard, Chris
Greenwood, Ed
Gregory, Ron
Gregory, Howard
Griggs, Jeffrey
Groves, Robert
Gumm, David
Guthery, Diane
Hague, Peter
Hake, Robert
Hall, Dean
Hall, Robert
Hall, A. Christopher
Hall, David
Hall, Mark
Hammack, Allen
Hansknecht, Blane
Hanyzewski, John
Harcourt, Mark
Hardinger, Steven
Hargenrader, Matthew
Harshbarger, David
Hart, Warren
Hattlestad, E., Jr.
Head, Randy
Helgason, Walter
Helmink, Randy
Hempel, Jim
Hendricks, Mark
Hendrix, Mark
Hertzler, Dennis
Hilgenberg, Dennis
Hill, Tim
Hinkle, John
Hoag, Michael
Hodes, Todd
Holmberg, Eric
Hommel, Fred

Honn, Robert
Horton, Graham
Houck, Glenn
Howard, Vincent
Howell, Michael
Huffman, Bruce
Humphreys, Kim
Huntsberry, Steven
Hurley, Paul
Hurley, Rob
Hurn, Daniel
Hurst, Peter
Hurst, Paul
Hutchison, Wade
Inksetter, Mahlon
Inserra, Mike
Irons, Lee
Ittel, Mike
Iwamasa, Jon
Jackson, Eric
Jacobsma, John
Jaeger, Brandon
Jaeger, Jon
Jankovich, John
Janssen, Greg
Jeffrey, John, II
Jeffries, Kurt
Jensen, Dennis
Jesernig, Paul
Johnson, Stuart
Johnston, David
Jones, Bryan
Jones, Robert
Julian, John
Kallerud, Roger
Kallerud, Royce
Kangas, Don
Keeney, Jeff
Kelley, Mike
Kelley, Tim
Kellum, Owen
Kennedy, Todd
Kent, Don
Kentner, John
Kidd, Lt. Donald
Kielhold, Nickolas
Kindel, Ian
King, Todd
Kittlesen, Erik
Klein, Michael
Knapp, E. Augustus
Kosh, Adam
Kotliar, Jay
Kovach, Benjamin
Kramarsky, Dan
Kramarsky, Stephen
Krasey, Mitchell
Krause, Steven
Krischan, Thomas
Kujawa, Gail
Kulp, Chris
Lacko, Joseph
Ladue, Stanley
Laird, Michael
Landis, Gordon
Langnes, James
Langstraat, Jim
Laprise, John
Larkin, Tom
Larsen, Karl
Latour, Brad
Lawson, David
Leclair, Michael
Lee, J.P.
Lewis, Blair
Lewis, Joe
Ley, Daniel
Lichauco, David
Lierly, Steven
Lisowski, Chris
Livingston, John
Locketz, Irv
Love, James
Lucas, Jesse W., Jr.
Lurvey, James
Lyons, Don
Mahon, Patrick
Marflak, Richard
Martin, Charles
Martin, Tom
Marx, Rad
Masdal, Alesia
Masdal, Mark
Mason, Robert
Mathieson, Bruce
Mau, John
Mayeux, Joe
Maynard, Malcolm
McAdams, James
McAlister, Bill
McConnell, Alan
McGee, David
McIntosh, Rae
McIntyre, J.R.
McIntyre, Todd
McLellan, Jeffrey
McLendon, Steve
McLouth, David
McMenamin, Tim
McNulty, Joe
Meador, Chris
Meadows, Donnie
Mecca, Steve
Medak, Jacalyn
Mendelson, Andy
Mengsol, Louis B., III
Merkatz, Neil
Meyer, Charles
Milburn, Charles
Miller, Martin
Miller, David
Miller, Jeff
Miller, Jimmy
Millin, Shawn
Milmore, Edward
Milster, Scott
Minch, Mark
Mironer, Mark
Mitchell, Bobby
Moellenkamp, Carl
Monroe, Jason
Moore, Charles
Mulkey, Thomas
Mulliken, John
Murphy, David
Naughtin, Colin
Needham, Scott
Nicholson, Chris
Nielsen, Paul
Nochman, Joe
Oleksiuk, Andy
Omaille, Brian
O'Neal, Bret
Osborne, Michael
Osier, Henry
Oslapas, Tauras
Otterbacher, Scott
Pacetti, Randy
Pacetti, Karen
Palmer, Sandy
Parker, Rembert
Parker, Richard
Parrish, Mitch
Paulsen, Russ
Pearlman, Brian
Peel, Gary
Pei, Daniel
Pennington, Granvil
Perr, Rick
Pesuti, Dennis
Petersen, Bill
Peterson, Todd
Pettit, Paul
Phillips, Dave
Pickell, Janice
Pierce, Shasta
Piotrowski, Paul
Plossl, Carl
Pool, Tim
Poovey, Ted
Post, Drew
Powell, John
Pratt, George
Pressler, David
Preston, Dean
Prevatt, Frank
Price, Thomas
Priest, Daniel
Quigley, Kevin
Quinn, Jim
Quinn, Robert
Rabe, Bruce
Ramirez, Marcus
Ravan, Elizabeth
Ray, Alan
Reed, Kirk
Reinesch, Rick
Reitzel, Michael
Renaud, Michael
Reynolds, William
Rice, Kevin
Richardson, David L., Jr.
Riegel, Timothy
Rigg, Mark
Righetti, Robert
Rihn, Gregory
Riley, Tim
Ritchart, Ken
Ritchie, Norman
Rittenhouse, Paul
Robb, Tom
Roberti, Joe
Robertson, Judy
Robertson, Russell
Roemer, Mark
Ross, Chad
Ross, Ted
Roth, David
Roy, Scott
Royster, Richard
Ruben, Cheri
Rubenstein, Richard
Rumain, Gary
Ryckaert, Victor
Rydberg, Richard
Sagos, Chris
Sagos, G.J.
Sagui, Charles
Sample, Daniel
Sanders, Chris
Schaad, Carl
Schaufuss, Richard
Schell, J. Brad
Schick, Charlie
Schilling, Brad
Schmidl, Joseph
Schneider, Michael
Schnur, David
Schoenborn, Zale
Schollenberger, Mark
Schuler, Joseph J., Jr.
Schulz, Daniel
Schwab, Stephanie
Schwartz, Jonathan
Scott, Bart
Scott, Clyde E., III
Selzer, James
Sensenbrenner, James
Seppa, Timo
Settles, Dale
Shannon, Doug
Shannon, Jeff
Shelly, Kevin
Shipman, James
Shipper, Bill
Shontz, Brian
Shymanik, Steve
Simmel, Jon-Frederick
Simon, Scott
Simonelic, Chris
Sindelar, William
Sinitshi, Sean
Slimp, Bruce Barton
Slocum, Matt
Smestad, Douglas
Smith, Deanne
Smith, Peter
Smith, Steven
Smith, Tim
Smith, Timothy F.
Smoot, Dwayne
Snider, Eric
Socin, Eric
Soik, Paul
Solo, Randall
Sommerfeldt, James
Soos, Tim
Sorensen, Kirk
Soulatzkoff, H.J.
Splinter, Steve
Spriggs, Steve
Stagl, Will
Starr, Bridget
Steatermann, Eric
Steigelfast, David
Stein, Alan
Stein, Stu
Steinlage, Dean
Stephan, Mark
Stevens, Kim
Stevens, William
Stitt, Charles
Stivers, Terry
Stock, Brad
Stocker, Robert
Stoner, Eric
Storch, Anthony
Straiten, Wayne
Sturgen, Bruce
Sudlow, William
Sullivan, Susan
Sutton, Michael
Suzuki, Jon
Svedin, Lynn
Swanson, Scott
Taggart, Robert
Tallman, Jonathan
Taylor, Dennis
Theiss, Mike
Thomas, Mike
Thompson, Susan
Thorne, Scott
Thrasher, Chad
Titran, Bob
Tjarks, Tim
Toner, John
Troisi, Mark
Trudgeon, Pat
Tschida, Darren
Tumbleson, Eric
Turk, Gregory
Urbanc, Michael
Urbanski, Andy
Usher, Patrick
Vaccaro, John A.T.
Van Poucke, Todd
Vandiver, Andrew
Vaseleski, Ray
Vazquez, Michael
Venezia, Bob
Vick, John
Viles, Mel
Von Allmen, Chris
Voveris, Peter
Wade, Tim
Wagner, Lynne
Waksman, David
Waldbauer, Robert
Waldie, Raymond
Waldkirch, Kurt
Wall, David
Wallach, Robert
Walters, Dennis
Ward, Ed
Warnken, Todd
Waters, Brett
Waymon, Larry
Webb, Dave
Weber, Scott
Weidenhamer, Randy
Weiland, Matt
Weiland, Thomas
Weiser, Chris
Weiss, Jeff
Weiss, Rich
Weitermann, Dave
Welty, Kevin
Wenz, William
Werder, Roger
Werner, Brian
West, James W., III
Wetherholt, Verne D., III
Wetzel, Eric
Wham, Tom
Wharram, Gary
Wheeler, Kathleen
White, Brian
White, Ken
White, Randy
Wicinski, Greg
Wilcox, Chris
Wiley, Peter
Wiley, Philip
Wilke, Paul
Willard, Chris
Williams, Chris
Williams, Jarrol
Williams, Kevin
Williams, Joel
Williams, Julian
Williams, Scott
Willing, Thomas
Wilson, J.T., Jr.
Wilson, Kevin
Winnig, Cliff
Winter, Jason
Wise, Mike
Wisner, Dave
Womack, Richard
Wong, Albert
Wood, Doug
Wood, Malcolm
Woodside, Blake
Woughter, Paul
Wright, Curtis
Wyrchowny, Neil
Yalkut, Jim
Yevtich, Gregory
Yocom, Joel
Young, Barry
Youngs, Joel
Yourish, Meryl
Zeb, Scott
Zinn, Rex
Zollinger, Mark

NEEDLE

PART II: RETRIEVAL

by Frank Mentzer

An AD&D® module for 6 characters of levels 8-10

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BACKGROUND FOR THE DM

"Needle" is a three-part adventure. It is the story of the discovery of an ancient obelisk, of the great task of moving it, and of the consequences.

In Part 1, "Ruins of Empire", the player characters volunteered for a special mission for their King. The royal ears had heard rumors of a great magical device, an obelisk, located in a far land. It was supposedly amidst the ruins of a once-great empire, now a dense jungle. The King wanted more information about this rumored empire and the obelisk, if it existed.

The PCs sailed to the far jungle, where they encountered several odd jungle creatures, met the local natives, and found the ruins of a lost civilization. The obelisk was there, and it was still in perfect condition, protected by a force field. It stood amidst a large maze, also protected. To gather more information, they penetrated the maze, evading its deadly traps and solving its puzzles. In the center of the maze, they found the controls for the force field and more clues to the ancient empire. The PCs sailed home with the good news.

But they have just begun their epic adventure. In Part 2, "Retrieval", the King orders the party to return to the jungle to retrieve the obelisk. His advisors prepare an elaborate plan for this monumental task, and a crew of over 150 men is dispatched under the PCs' direction. The one-million-pound obelisk will be lifted, dragged to the shore, and towed home by ship. But disease and jungle creatures threaten the mission's success. The local natives (froglike humanoids) are restless, as well; some believe the Needle to be sacred, and object to its removal. Two native tribes are also in conflict; both sides ask the PCs for aid. The obelisk-moving operation is completed just in time; the massed native hordes storm the beach as the PC ships sail off. And on the voyage home, they are attacked by pirates, sent by a rival kingdom coveting the obelisk.

In Part 3, "The Powers That Be" (to be published next issue), the obelisk has been safely erected in the King's palace square. At the first full moon, however, a magical doorway appears in its base. The King orders the characters to enter it to find out what's going on. The PCs find themselves in a subterranean world and meet a strange race of interplanar traders, who happen to be intelligent spiders. The spiders' home is soon revealed to be a moon of the characters' world; the Needle is a transportation device! The spiders are eager to trade with the earthlings, but the PCs must first prove the courage and worth of their races. They must rescue the spider-princess from her evil captors and slay a dragon in the process. Hopefully, all goes well, and the characters return to earth with new weapons, great treasures, and the good will of the spider race.

NOTES FOR THE DUNGEON MASTER

This is an unusual adventure. Instead of an Encounter Key, you are provided with information on the expedition, setting, and a series of **events** (encounters) that occur at set times. Review all the information herein, to be familiar with the overall setup, and simply handle PC actions as needed.

A large amount of information is given herein, but don't worry if you don't or can't assimilate all of it. Use as much as you can, but avoid getting hung up on details; keep the game moving. This may not be an easy adventure to run, due to large battles, a long time span, and so forth. This large mass of data all fits together to construct the "big picture" of the social and political events in the area; it is never all needed at once, and many minor details may not come to light during play.

Characters

"Needle" is specifically designed for the characters provided in Part 1 (Issue #24). If you do not use those characters, be sure that your PCs are equipped to handle the needs that arise, especially including those of communication, magical curing, and magical attacks. Also, review the entire module, and modify all the references to the PCs provided. You must also create different resolutions to some of the plot complications; for example, two of the PCs from Part 1 are not present in Part 2, but reappear in Part 3.

Abbreviations Used

AC	Armor Class
AL	Alignment
#AP	Number appearing
#AT	Number of Attacks
d	die (as in d10, a ten-sided die)
Dmg	Damage
HD	Hit Dice
hp	hit points
IN	Intelligence
MV	Movement rate
STs	saving throw vs. spells
STw	saving throw vs. wands
SZ	Size: S = small, M = medium, L = large
THAC0	Score needed (on 1d20) to hit AC zero

Abbreviations used in spell details include:

C	Casting time	f	feet	r	radius
cr	creature	hr	hours	s	segments
cu	cubic	obj	object	sq	square
cub	cubic feet	R	range	sqf	square feet
dia	diameter	r	rounds	t	turns
DR	duration				

The details of each monster are given in the following order:

Name: #AP; AL; MV; HD; hp; AC; THAC0; #AT; Dmg; SZ; IN; STs, STw

...followed by other notes, as needed.

The Plan

The King's engineer-architects, working with the court Wizard and Sage, have designed an elaborate project to move the obelisk without damaging it. The plan involves the building of a large scaffold, made of large timbers (to be lumbered at or near the site) and reinforced with metal parts (brought by ship) around the obelisk. Working from this scaffold, carpenters make a close-fitting wooden sheath upon which metal pulleys are mounted. The roadway from the ruins to the beach is cleared and, if necessary, reinforced; a huge sled is built. The obelisk is then raised off its base, by dozens of ropes through pulleys on the scaffold and the obelisk sheath, and the sled is pushed underneath it. The needle is then lowered, slowly and carefully, to rest on the sled. It is then towed to the beach, where a raft is constructed around it. Finally, by digging sand and by towing with ships, the needle is launched for the return trip, to be towed by two of the vessels.

The Fleet

The following persons are involved in this expedition, all sailing in the three ships:

6	player character leaders
25	mercenary soldiers (L1 fighters; AC 2;,hp 1d10)
53	carpenters/woodcutters (L0 men, AC 9; hp 1d4)
10	engineer-architects (L0 men; AC 9; hp 1d4)
45	sailors (L1 fighters; AC 8 or 4; hp 1d10)
3	navigators (L0 men; AC 9; hp 1d6)
3	ocean-going shipmasters (L3 fighters; AC 8 or 4; hp 3d10)

The ships are large merchant vessels:

Masts	2	Length	75 feet
Hull value	40 hull points (HP)	Width	25 feet

Movement rates

Normal sail	3	Normal oar	1/4
Maximum sail	5	Maximum oar	1/2 (2-turn maximum burst)

Acceleration time (standstill to normal speed): 1 turn

Sinking time (hull value surpassed, time to sink): 1d10 + 2 turns

Grappling chance: 75% (opponent ship has 25% chance of removing grapnels)

Damage repair: if damaged for 12 HP (at most), repairs may be made at the rate of 1 HP per repair crew (10 men) per hour. Damage exceeding 12 HP cannot be repaired until the ship returns to port, but the first 12 HP can always be repaired.

Special Note: When towing the obelisk home, the ships move at half normal speed at best.

The sailors and sea captains will not assist in the land operations, but will visit the PC encampment every 4 or 5 days to see how things are going.

Much equipment has been brought for use in the project, including all the needed hardware, tools, and heavy rope (capable of 10,000 pounds' pull). The necessary lumber must be cut at or near the site.

Fire Damage

Fire is a great danger on ship. When a ship is struck by any *fireball* of 5 dice or more or by a flaming catapult missile, roll 3d6 to determine the ship damage:

Fire damage roll (3d6)		Hull Points of damage
3-7	Light damage	1 HP
8-10	Light-moderate	2-4 HP
11-13	Moderate damage	3-6 HP
14-15	Moderate-heavy	4-8 HP
16-18	Heavy	5-10 HP

Any flaming catapult missile landing on the ship should be immediately doused; otherwise, it has a 75% chance of spreading to out-of-control proportions. If this occurs, roll for Fire Damage each round until HP are exceeded, then check Sinking time.

Ship Weapons

The following information may be needed if the frog-men natives are aroused enough to attack the ships. It *will* be needed on the return voyage, when the pirate attack occurs.

The vessels cannot ram. One is equipped with a light catapult, with 30 boulders for ammunition; the other two have ballistae, each with 30 ballista bolts.

A ballista fires a large spearlike missile every four rounds when manned by a crew of 2. It may fire every TWO rounds with a crew of 4. It may be aimed at any target within a 45 degree arc, if it is at least 8 feet away (a closer target can easily dodge). The missile is hurled directly at the target, with little arching of trajectory. A ballista may be repositioned to aim in an entirely different direction ONLY by a maximum crew, requiring 3 rounds to do so. A ballista may easily be fired at a target level with it. Ballistae inflict NO structural or hull points; they are anti-personnel weapons.

A light catapult fires its ammunition once every four rounds with the minimum crew of 4; no benefits are gained by additional crew. It may be aimed at any target within only a 15 degree arc, and a minimum of 150 yards away. The missile traces a high arched path. Catapults may be used effectively against objects or creatures. Note that the damages given below are hit points; against an object, a light catapult inflicts 4 SP or HP.

	Range		Fire		Damage	
Weapon	Min	Max	Rate	Crew	Sm-Med	Lg
Ballista	8' 1/4"	960' 32"	1/2	2-4	2d6	3d6
Catapult (Light)	450' 18"	900' 30"	1/4	6-10	2d12	4d4

Ranges are given in both feet and scale inches. Crew figures are minimum-maximum.

"To Hit" Rolls

A siege engine hits as well as the would highest level person in its crew. A catapult target is treated as AC 0 (regardless of its actual AC); a ballista's, AC 10. Thirty of the mercenaries on this adventure have been given training in siege engines, and they are placed aboard the appropriate vessels. When the siege engines are operated by mercenary soldiers, use the numbers given below, subject to the modifications given thereafter.

"To Hit" rolls: Ballista: 10 Heavy Catapult: 20

Modifiers

a. Target movement is...	b. Target size is...
None (stationary)	+3
Sm or Med	-2
Moving less than 3"	0
Mount & rider	0
Moving 3"-12"	-3
Giant or med. ship	+2
Moving 13"-24"	-5

Special for catapult only: if target is stationary, shots after the first have +4 bonus to hit (as the range is determined more accurately).

Damage to Engines

The ballista has 2 Structural Points (SP); a light catapult has 4 SP. These are used in much the same way as a ship's Hull Points. The following attack forms inflict the given amounts of damage, either in Hull or Structural Points, depending on the target.

Fireball* or *Lightning Bolt: 1/2 per level of caster
Catapult Missile, Light: 4
Boulder, giant-hurled: 4 (or 6 for stone or storm)

The Residents

There are two native tribes living in this area, and they are in conflict with each other.

"Good" Natives

These folk are intelligent humanoid tree frogs. Technically, they are called Grippli (MM2); they refer to themselves as the "good folk" and to the other tribe as the "bad folk". There are 40 in the nearby village: 1 Tribal Mother, 4 attendants, 5 young, and 30 normal natives. Each normal native is about 2 1/2 feet (30 inches) tall. They eat fruit and insects (including giant forms, caught with nets and snares). Their hands and feet are adapted for easy movement through tree branches (9" rate). They wear no armor. They have 700-year lifespans but few offspring.

Grippli have grey-green skin, natural camouflage which aids in surprise (1-4 on 1d6). They have ultravision (10" range), allowing nighttime activity. However, they are not warlike. They speak their own tongue and a "Batrachian Common" language by which they talk (though rarely) with froglike humanoids of other races.

Grippli native: AL N; MV 9"/15"; HD 1+1; AC 9; THAC0 18; AT 1; Dmg 1-4 or by weapon; SZ S; IN Very to Exceptional; STs 17, STw 16.

The Grippli can be easily scared away by loud noises or magical displays. If scared off, they run to their village to tell the Tribal Mother about the events.

A few Grippli may be slain, either by mistake or if they are provoked to attack; however, if 8 or more Grippli are slain, for ANY reason, the entire village will flee deep into the jungle and return with five tribes of reinforcements a day or two later. These six tribes (180 Grippli in all, plus leaders) are all that live within 5 miles of the ruins, but 30 other tribes live within 50 miles.

If approached carefully, the Grippli may be dealt with peacefully. They are interested both in well-crafted items (nearly everything the party has) and in brightly colored items, but not in treasure. They may offer to trade gems in exchange for other items; however, they have no conception of real gem values. Each Grippli carries some gems, as given in the descriptions. If bartering occurs, roll 1d20 to determine the value of the gem offered:

GEM VALUE CHART

Die Roll	Value	Die Roll	Value
1-4	10 gp	13-16	500 gp
5-8	50 gp	17-19	1000 gp
9-12	100 gp	20	5000 gp

Grippli Village

The Grippli village is not visible from the air, completely hidden under heavy jungle cover. It consists of 30 mud-and-grass huts around a central ceremonial area (rarely used, but containing blackened logs and ashes). The Tribal Mother lives in the largest hut and rarely leaves it. She is always guarded by 4 attendants, Grippli of very large size. Thirty other Grippli live in some of the other huts, in pairs. Half of the huts are used for eating places, storage, etc.

The Tribal Mother and her attendants use poison where necessary. This deadly toxin is brewed from the vilest snake venoms; if touched, the victim must make a saving throw vs. poison or die. When used on a weapon, a victim struck takes 1-6 points of additional damage and must make a saving throw, with a -4 penalty to the roll, or die.

The Mother

The Tribal Mother can, once per day, produce a musk spray in an area 20′ × 20′ before her (10′ high), with the same effect as a *stinking cloud* spell. Each victim must make a saving throw vs. poison or be helpless for 2-5 rounds, and anyone within the cloud is automatically helpless except to move. The attendants and Mother are immune to these effects, but the other Grippli are not.

The Mother is also psionic; in addition to Attack/Defense modes A,C/G,J, she knows the discipline of Telempathic Projection, a Major Science, at 6th level of mastery (range 60′, area 10′-wide path, cost 3/use, duration 6 rounds per use). With this, she can either sense or send emotions — hunger, fear, fatigue, pain, rage, hatred, uncertainty, curiosity, hostility, friendliness, love, and so forth. She will use this discipline to sense PC intentions, to influence others in her tribe, and (if necessary) to arouse anti-human feelings in other creatures of the area. (Each tribe's Mother has the same abilities.)

The Mother and her attendants have the same statistics as ordinary natives, with the following exceptions:

Attendant: 4; HD 2; hp 16; AC 8; THAC0 16; AT 1; Dmg 2-5 or by weapon + poison (see above).
Special Attacks: poisoned weapon.

Mother: 1; HD 3; hp 24; AC 7; THAC0 16; AT 1; Dmg 2-7 or by weapon + poison.
Special Attacks: poisoned weapon; psionic ability 200 (see above); 1/day musk spray (as *stinking cloud*, see above).

The Tribal Mother handles all negotiations for her people; no other Grippli can speak for the tribe. She knows the Common (human) tongue in addition to the usual languages. While talking with PCs, she will beam trustworthiness (via her psionics) at the PCs. If the Mother or her attendants are harmed in any way, 4 Grippli in the village will flee to gather the other six nearby tribes, while the remainder of the Grippli attack with great ferocity, gaining a +4 bonus to all "to hit" rolls (new THAC0: 14) and +2 to damage.

Lumbering: The Tribal Mother's first message to the PCs is very important: the PCs may use all the trees they wish from the area north of the ruins, but no trees to the east or west, nor in any area closer to the beach, can be cut. (Luckily, there are no trees on the old roadway, only underbrush; she has no objections about that.) The Mother warns that very great evil things may happen if this warning is not heeded — things far beyond Grippli powers. (This is not quite truthful; see **Mother's Revenge** if this occurs. This admonition is actually made to protect the areas around the villages.)

Objections: The Mother reveals that some of her folk oppose the human invasion on religious grounds; the maze and obelisk are held sacred by a large conservative group of the tribe (12 Grippli). She cannot guarantee their good behavior, but will control them as best she can (with the aid of the other 18) if the PCs offer an appropriate gift.

Price: The tribe must be offered (through their Mother) at least 200 square feet of brightly colored cloth (or the equivalent), or one crafted item (such as a metal weapon) per Grippli native, for negotiations to succeed. Even then, the best offer the Mother will make is for the Grippli to avoid the humans, avoiding hostilities for two moons (56 days); no further amount of cloth will lengthen this or gain Grippli aid.

Continued Relations: See the **Events** listing for special situations that develop. If PCs protest to the Grippli about the raids, the Mother will become somewhat irritated, denying all Grippli involvement.

Alliance: If the PCs aid the Grippli in their war against the Bullywugs (see **Events**, Day 54), their assistance will be greatly appreciated. After the Grippli-PC victory, the Mother will give the PCs a pile of sheet metal which she has buried near the village (silicon-steel, described in the first adventure, Room 9d; 100 sheets, each 2′ by 5′, 1/32-inch thick, weight 10 pounds per sheet, value 100 gp per sheet as a novelty, or 1,000 gp per sheet if the cutter is available.)

Mother's Revenge: If the PCs do not cooperate with the Grippli, or kill many of them, the Tribal Mother (or another tribe's Mother, if this one is slain) has an ultimate weapon at her disposal. Using her psionic discipline, she can muster the forces of the jungle, "pushing" their emotions into an anti-human rage. The denizens of the treetops (q.v.) can be thus agitated into nearly continuous attacks on the obelisk-moving operations. If this occurs, 1-10 randomly determined treetop creatures will attack some part of the group (often not the PCs) each hour, day and night. Once relations have degenerated to this extent, the only recourse is escape; the entire PC expedition must flee to the boats and return home in failure.

"Bad" Natives

These folk also are humanoid froglike beings (physically very similar to the Grippli). Technically, they are called Bullywugs; in practice, they refer to themselves as the "good folk" and to the Grippli as the "bad folk". They are about the same size as Grippli (some larger) and similarly colored, and they eat the same things — fruit and insects — plus flesh. They also wear no armor, but may use shields on occasion. They have also adapted for easy movement in trees. They speak their own tongue and the "Batrachian Common" tongue, as do the Grippli. Only their leaders (see below) can speak "human" Common.

Bullywugs are less intelligent than Grippli, but more aggressive. They surprise on 1-3 (on 1d6), or 1-5 if hopping to the attack.

Bullywug native: AL CE; MV 3″/15″; HD 1; AC 6; THAC0 19; AT 3 or 1; Dmg 1-2/1-2/2-5 or by weapon; SZ S; IN Average; STs 17, STw 16.

Alignment Note: A *detect evil* spell will detect no evil on these creatures while they are trying to negotiate with the humans; their intentions are fairly benign. However, a *know alignment* spell will always reveal their true inner nature.

The Bullywugs, like the Grippli, can easily be scared away by loud noises or magical displays. If scared off, they run to their village to tell their leader about the events.

Bullywug Clearing

A large partially cleared area, 40 yards in diameter, is marked "Bullywug" on your map. It contains 10 mud-and-grass huts, similar to the Grippli village. It is an occupied outpost of the larger Bullywug village, normally occupied by 15 Bullywugs and one leader, a sub-chief, known as the Tribal Father. He can speak the human Common tongue. If visited, the Bullywugs will proudly claim this to be their beautiful village home. The real village (see below) is not visible from this clearing. All negotiations with the Bullywugs occur here.

If the PCs come to talk with these natives, the Father greets them in a friendly fashion, and offers them presents of one gem per PC (value 100 gp each). He then explains that they need PC aid; the "bad natives" (Grippli) often prey on his poor people, and their once large population has now been reduced to a mere handful. He reveals that the Grippli Tribal Mother has "mind power", can influence others simply by staring at them, and is very dangerous.

The Father offers the following deal: if the PCs help his people to chase off or kill the "bad natives" (Grippli), he will quiet those of his tribe who object to the PC "desecration" of the sacred area (maze and obelisk), and will give the PCs an ancient box they once found near the shrine. If PCs agree, he will suggest a raid on the Grippli village; if that is turned down, he will go along with PC ideas. Note that only these 15 Bullywugs and their leader will accompany the PCs, leaving the other 50 Bullywugs back in the actual village (see below). Kliket, the Bullywug Chieftain, will be kept informed of all events, of course.

The Father will give the PCs the ancient chest if aided. This item is exactly that — a very old but still intact treasure chest. It contains 100 pounds of various old bones and 6 reddish metal coins (silicon-steel) bearing strange runes. *Read languages* can reveal the words to be "Garhsa Koo" on one side, "One Sarkum" on the other.

If the Bullywugs are attacked here, they will flee to the north to the real village. They will otherwise remain here at all times, to maintain the deception that this is their village. However, if PCs visit here unexpectedly and observe carefully, they will find 1-6 more Bullywugs than were here before. If asked about this discrepancy, the leader will explain that they were out foraging during the PC's last visit.

Bullywug Village

The real Bullywug village is not visible from the air, completely hidden under heavy jungle cover. It is located about 1 mile west of

the fake village (the Clearing). Very similar to the Grippli lair, it consists of 40 mud huts around a central ceremonial area (rarely used, but containing a muddy bog with some bones). There are 50 Bullywugs living here. If 20 or more Bullywugs are slain, this entire village will flee deep into the jungle and return with three tribes of reinforcements a week or two later. The other Bullywug tribes have 75 members each, plus leaders and shamans.

The leaders of this village are 1 chieftain, 3 sub-chiefs, and 2 shamans, with standard statistics except as follows:

Chieftain: 1; HD 3; hp 18; AC 6 (or better); THAC0 16; AT 3 or 1; Dmg 3-4/3-4/4-7 or by weapon + 2; STs 16, STw 15.

Sub-chief: 4; HD 2; hp 12; AC 6 (or better); THAC0 16; AT 3 or 1; Dmg 2-3/2-3/3-6 or by weapon + 1.

Shamans: 2; HD 1 + 7; hp 11 each; AC 6 (or better); THAC0 16; AT 3 or 1; Dmg 1-2/1-2/2-5 or by weapon.

Special Attacks: Clerical spells (7th level caster).

Spells: 3, 3, 2, 1, from the following list:

L1: *cure/cause light wounds, detect evil/good, detect magic, light/darkness, protection from evil/good, remove/cause fear*

L2: *augury, chant, detect/undetectable charm, resist fire, snake charm, speak with animals*

L3: *cure/cause blindness, cure/cause disease, dispel magic, locate/obscure object, prayer, remove/bestow curse*

L4: *divination, exorcise, neutralize poison/poison, tongues/babble*

Normal spell selection:

Cure Light Wounds (x2; C 5s, 1d8)
Cause Fear (C 4s, R Touch, DR 7r)
Resist Fire (C 1r, R Touch, DR 7T)
Snake Charm (C 5s, R 3″, DR 1-3T or 1d4 + 4r)
Speak With Animals (C 5s, R 0, DR 14r, Area 3″)
Cause Blindness (C 1r, R Touch, Permanent)
Dispel Magic (C 6s, R 6″, 30′ cube)
Tongues (C 7s, R 0, DR 1T, Area 3″ radius)

The Chieftain and Sub-chiefs can speak "human" Common, but the shamans cannot.

The Bullywugs are not interested in trade of any kind. They often pretend to be Grippli if approached. They prefer ambush or surprise when attacking, and normally avoid combat otherwise.

Critters

There are many creatures dwelling in the trees, and they can be quite dangerous: giant dragonflies; various normal and giant snakes (boa constrictors, boalisks, poison and spitting snakes, and others); spiders of all types and sizes; and giant wasps, living in several huge colonies in the treetops. They normally stay there, but sometimes they venture near the ground to forage for prey. They rarely fly above the treetops.

If characters go near the treetops, either by flying or climbing, tell the players that the trees are "thick with flying, crawling, hissing creatures of all types". Try to impress them with the extreme danger of entering or passing through the treetops.

Characters who enter the treetops are attacked by the collection of creatures below. If these are all killed, the characters can proceed without further problems, unless they reenter the treetops at another point. Consider this horde to be present in any one section of treetops, roughly 50′ square; if treetops are entered in a different place, another group will be ready, waiting, and hungry. However, they will not normally frequent the ground area, and should not bother human operations.

Dragonfly, giant: 1; AL N; MV 1″/36″; HD 8 + 3; hp 35; AC 3; THAC0 12; AT 1; Dmg 4-16; SZ M; IN Low; STs 6, STw 5.

Special Defenses: + 2 bonus to initiative; with initiative — immune to hand-held weapons, AC -1 vs. missiles; without initiative — AC 1 vs. missiles; makes all saving throws as L16 M-U.

Snake, giant constrictor: 1; AL N; MV 9″; HD 6 + 1; hp 30; AC 5; THAC0 13; AT 2; Dmg 1-4/2-8; SZ L; IN Ani; STs 16, STw 15.

Snake, giant poisonous: 2; AL N; MV 15″; HD 4 + 2; hp 25 ea.; AC 5; THAC0 15; AT 1; Dmg 1-3 + poison; SZ L; IN Ani; STs 17, STw 16.

Special Attacks: Poisonous bite.

Spider, huge: 6; AL N; MV 18″; HD 2 + 2; hp 12 ea.; AC 6; THAC0 16; AT 1; Dmg 1-6 + poison; SZ M; IN Ani; STs 17, STw 16.

Special Attacks: Surprise on 1-5; leap 3″ range; weak poison (+ 1 bonus to saving throw).

Spider, giant: 2; AL CE; MV 3″*12″; HD 4 + 4; hp 12 ea.; AC 4; THAC0 15; AT 1; Dmg 2-8 + poison; SZ L; IN Low; STs 16, STw 15.

Special Attacks: Poisonous bite.

Wasp, giant: 6; AL N; MV 6″/21″; HD 4; hp 25 ea.; AC 4; THAC0 15; AT 2; Dmg 2-8/1-4 + poison; SZ M; IN Non; STs 17, STw 16.

Special Attacks: Tail sting (save vs. poison or suffer permanent paralysis.

Note: Wings burn off in fire (no damage, but wasp cannot fly thereafter).

General Sequence of Events

The following is a summary of the various events detailed later.

The natives (both Grippli and Bullywugs) contact the PCs. Relations are neither good nor bad. Then the natives become concerned about PC "desecration" of their sacred place, the maze and the obelisk. Militant Grippli conservatives conduct secret raids on PC operations. Both Grippli and Bullywugs seek PC aid. Bullywug forces ally with the Grippli rebels and skirmishs occur. The Bullywug forces attack the remaining liberal Grippli (either side possibly aided by PCs). If the Bullywugs are victorious, they attack PC operations.

Alternate Plotline: The following possible course of events is not covered by the **Events Key**. If the PCs decide to kill all the natives (both types) early in the adventure, assume that some escape and return with other tribes in 7-16 (1d10 + 6) days. If this occurs, the vast number of hostile natives (200 + Bullywugs and 300 + Grippli) will, through guerilla tactics, sabotage, and occasional open assaults, inhibit the PC operations to such an extent that most of the workers will be slain, and the obelisk will not be moved. The PC expedition will fail. The PCs will also change alignment to Evil, each losing a level of experience when they exterminate the natives.

Exploration

It is likely that the party will explore the nearby area before or during operations. They may thus find the Grippli village and the false Bullywug lair while scouting. If so, use the information given for each, and make the following change in **Events**. The first visits by natives will still occur, but merely for inquisitive reasons, not to summon the party to the village(s). All other **Events** proceed normally.

If characters want to explore widely, remind the players that the guards are probably inadequate for full defense of the operations and that the PCs are needed nearby. If the party splits, some of them reconnoitering while others remain, do NOT allow them to discover the actual Bullywug Village; and if they spend too much time scouting, the treetops are full of critters....

Construction Times

The following information is NOT for the players. The "Actual Days" given below are valid only if few or no interruptions occur; count "half-days" of work where appropriate, depending on the events.

If asked for estimates, the engineer-architects will give the times given below (Est. Days), as they are cautious types.

Est. Days	Phase of Operation	Actual Days
30	Cut lumber	21
30	Build scaffolding and winches	21
12	Clear roadway	7
4	Build sheath around obelisk, string ropes	2
2	Raise obelisk, insert sled, lower obelisk, finish	1
3	Pull obelisk to beach on sled	2
3	Build raft around obelisk, launch	2
84 (12 wks)	Total project time	56 (8 wks)

In addition, 2-3 days will be spent in penetrating the maze, setting up camp, and generally settling in. Note that the travel time is not included: 10 days' sailing to return to the ruins, and about 20-25 days for the return (towing the obelisk).

Logging Operations

Woodcutting

One hundred map squares must be logged to gather enough lumber for the whole operation; keep track of it as follows. Ten woodcutters clear one map square (50 yards across) of usable timber in one day (10 hours) of work. For groups of less than ten, use decimal notation. For example, 42 men clear 4.2 map squares in a day. In Day One, the 53 woodcutters would normally clear 5.3 map squares, but will lose one man (.1 square) and possibly more. Have the players mark off the cleared areas on their map (approximately), and you keep track of the exact current total of map squares cleared. When the total reaches 100 or more, have one of the engineer-architects announce that the logging may end.

Finding Relics

One interesting item is found per 5 map squares cleared. Find the item by rolling 1d20; mark off items as they are given out (do not repeat). Items are found by workmen and given to PC leaders.

1. Humanoid skeleton with four arms
2. Four odd reddish metal (silicon-steel) coins, worn flat
3. Three normal iron keys on a keyring (useless)
4. Batrachian skull with neat ½" holes in front and rear
5. Pouch (*bag of holding*, 500 lb. limit, empty)
6. 8'-long carnivorous dinosaur skull (gorgosaurus)
7. 150-pound regular block of quartz(value 1,000 gp)
8. Granite bust of a human head, life-size (value 250 gp)
9. Old rotting wooden chest (found to be bottomless)
10. Four rusty axe heads, no handles
11. Mummified shrunken humanoid head, intact
12. One elephant tusk (125 pounds, 500 gp value)
13. 1" metal cube (a box, contains dusty rose *ioun stone + 1*)
14. Humanoid made of tin, standing with axe (useless)
15. One pole arm in good shape (*guisarme, + 3*)
16. A rusty oil can
17. Odd amulet with a spider inscribed on each side, no chain
18. Bracelet, a solid brass ring (giant-sized *ring of warmth*)
19. 40 pound blue-green rock (turquoise, value 1,000 gp)
20. Reddish metal (silicon-steel) spork (spoon-fork utensil)

Cleric Activities

Workmen will suffer various minor injuries during the whole operation. The clerics will each need 3 *cure light wounds* spells per day to combat normal wear-and-tear on the workers.

If the players are wise, they will have the clerics cast *cure disease* spells on everyone, working their way around to treat all the NPCs and themselves over a period of time. Since together they can cast 5 *cure disease* spells per day, they can treat each person once every 20 days (ignoring the sailors). See Day 22 for the results if this duty is neglected.

On each seventh day, the clerics will be approached by workmen, and expected to perform the usual religious services. These services need not be played out; they are ceremonies the clerics know how to perform easily, without using any spells, and can be assumed if the clerics agree to perform them.

During the course of this business, woodcutters and guards may die by various means detailed in the **Events Key**. Smiley (the PC cleric) may thereafter attempt to use *raise dead* spells to recover the lost. If so, assume that half of the workers will fail their System Shock rolls (thus remaining permanently dead) and that the same will happen to ⅕ of the guards *raised*. In any event, a *raised* person is useless for a full week thereafter, unless a *heal* spell (normally beyond Smiley's powers) is applied.

PLAYERS' BACKGROUND

Several years ago, when you were all novice adventurers, you joined an adventurers' guild known as SMART — the Syndicate of Master Adventurers for the Recovery of Treasure. Though strangers then, you came to know and respect each other's talents over the years. It is in your own best interests to keep good relations with the SMART organization and members.

You, of many volunteers, were selected by the SMART leaders to serve the King on an adventure. The King wants an obelisk that, according to rumor, is located in a far land, once powerful but now in ruins. In Part 1 of this adventure (Issue #24), you sailed to the rumored location, pushed through dense and dangerous jungle, and found the obelisk standing amidst an ancient maze, protected by a mystical force field. Traversing the maze was challenging but rewarding: you found traces of the once-great civilization and the controls for the protective field. You also rescued a powerful magic-user, a friend of the King's, who was trapped in the center. When you left, you decided to leave the protection on, to ensure the continued protection of the maze and obelisk.

You have returned to your homeland with treasure and information. The King is pleased with your success, and adds his token reward (1,000 gp each) and his thanks. The King's Sage then explains the situation: a veritable army of construction folk are being assembled to sail back to the ruin and bring the obelisk to the King. Your assistance is requested, as you are the only folk familiar with it — and, as you (wisely) left the force field up, the maze must again be penetrated. Most of you agree to continue in the King's service; however, Montana (the dwarf) thinks it sounds boring and decides to seek a new adventure. Furthermore, the day after your Royal audience, Slim (the magic-user) receives a note from the now-missing Digger (the gnome), demanding a huge ransom for the return of Slim's spell books (kept in the gnome's *bag of holding*)! This dastardly deed is magically resolved in a few days' time, and the only result is the utter disappearance of Digger. Your group is down to six; but, having lost only a fighter and a back-up thief, you do not feel seriously depleted.

In preparation for the moving of the needle, the King's Wizard casts a *limited wish* to discover the exact weight of the thing. The answer is exactly one million pounds. The Sage then excitedly performs his calculations and announces that (if the dimensions you've reported are correct) it weighs 52.3 pounds per cubic foot — in other words, it will float!

You thus set out a month later, with a convoy of 3 merchant ships full of people and equipment, to bring the needle to the King.

SPECIFIC EVENTS KEY

Use this section in the same manner as you would use a normal **Encounter Key** during the game. Refer to other sections for information as needed, based on PC actions.

Important Note: Day 1 is the first day of logging operations, NOT the first day of the adventure (which begins about 12 days earlier, with the expedition's departure).

Start

It's a jungle out there! This place is hot and steamy, infested with mosquitoes and who knows what else. There are snakes and big flying bugs in the treetops. And you're expected to keep order in this mess, using your resources to accomplish your mission for the King.

The force field covers the maze and obelisk. You can easily enter the maze and turn off the field whenever you like; we won't play out that part.

The obelisk is 65' tall. The main spire is 20' wide at the base, tapering to 10' wide at 60' height; the cap is 5' tall and (obviously) 10' square at its base, tapering sharply to a point. The whole is about 24,133 cubic feet in volume and weighs 1 million pounds. The obelisk is a single piece of material, apparently stone, and rests on a stone base, the floor of the maze. The official method of moving it seems to be best, though a long and involved affair; digging around or under it could topple it, and magic might adversely affect it. Remember your lives and honor are at risk if it breaks.

See **Part 1 (Issue #24)** for descriptions as needed. When

the PCs have settled in and are ready to start the operation, proceed to Day 1 (below).

Note: The players may want everyone in the expedition to stay on the boats at night, for safety. The NPCs will all feel that this is unreasonable and ridiculous, and will refuse. If threatened or forced to stay on ship during the nights, very little productive work will be done (the quarters on ship are cramped and not to their liking), and the workers will eventually mutiny against the PC leaders. If this occurs, handle it as best you can. A mass unarmed attack on PCs should result in their capture, and they will be given the choice of riding back to the capital or staying in the jungle, alone. Spellcasters will be stripped of components, spellbooks, holy symbols, etc.

If PCs stay on the ships while the workers stay on land, work will only proceed at about half normal pace.

Day 1: Snakes in the Trees

About 2 hours after lumbering operations begin, one of the trees cut down is found to contain large poisonous snakes. The snakes attack, and one woodcutter is bitten each round. If the PCs are in the area (not off scouting or visiting natives), a guardsman comes running up to one character, asking for help. PCs may then arrive on the scene 2-5 rounds after the trouble starts. (Thus, a minimum of 2 woodcutters will be down.) One NPC will be dead from wounds. Other woodcutters are dead of poison, but may be revived by successive applications of *slow poison* and *neutralize poison* spells. A *cure light wounds* spell will cure all the wounds on any one NPC.

Giant poisonous snakes: 3; AL N; MV 15″; HD 4 + 2; hp 25 each; AC 5; THAC0 15; AT 1; Dmg 1-3 + poison; SZ L; IN Ani; STs 17, STw 16.

Special Attack: Poisonous bite.

Day 2: Visit from Natives

A group of 6 humanoid frog-men arrive at the site. They keep their distance, watching the operations from a point 40 yards into the jungle. These are noticed by workmen and reported to the PCs. They are eager to talk, if magical means are used to permit this; their Tribal Mother wants to talk to the PCs about the logging operations. If the PCs agree, the natives (Grippli) will lead the PCs to their village to talk with the Tribal Mother. (See the **Grippli Village** section for details.)

Day 3: No Event (or Native Visit)

If PCs have visited the Grippli, no events occur on Day 3. If they have not, the 6 natives from Day 2 (above; or others, if these were chased off or slain) will return. This time they will be braver, approaching the camp itself in search of leaders (PCs) to take back to their Tribal Mother.

If still refused, the natives will return each day hereafter.

Days 4-6: No Events

Remember to mark off the map squares logged.

Day 7: Services

The woodcutters ask the PC clerics to hold religious services. These will take 1-2 hours and will not delay the work. Mark off the normal number of map squares logged. Note that the actual services should NOT be played; the details should be assumed. Players may role-play the character reactions and handling of the request. If PCs refuse to provide services, logging operations will slow. Subtract 1 penalty hex from the number that would normally be logged each day (not cumulative) until religious services are provided.

Day 8: No Event

Remember to mark off the map squares logged.

Day 9: Visit from Natives

A group of 6 humanoid frog-men arrive at the site. They keep their distance, watching the operations from a point 40 yards into the jungle. These are noticed by workmen and reported to the PCs. They are eager to talk, if magical means are used to permit this; their leader wants to talk to the PCs about the logging operations. If the PCs agree, the natives (Bullywugs) will lead the PCs to the clearing south of their village (see map), to talk with their leader. (See **Bullywug Clearing** for details.)

Day 10: No Event (or Native Visit)

If PCs have visited the Bullywug clearing, no events occur on Day 10. If they have not, the 6 natives from Day 9 (above; or others, if these were chased off or slain) will return. This time they will be braver, approaching the camp itself in search of leaders (PCs) to take back to their leader.

If still refused, the natives will return each day hereafter.

Days 11-13: No Events

Remember to mark off the map squares logged.

Day 14: Services

The woodcutters expect the PC clerics to hold religious services. These will take 1-2 hours and will not delay the work. Mark off the normal number of map squares logged.

Days 15-16: No Events

Remember to mark off the map squares logged.

Day 17: Wasps

In the morning, a group of 5 giant wasps raid the outer edge of the logging area. Six workers are stung before PCs can arrive; 2 are dead, and 4 are paralyzed. The paralysis is a poisonous effect, removable only by *slow* or *neutralize poison* spells.

Giant wasps: 5; AL N; SZ L; MV 6″/21″; HD 4; hp 30 each; AC 4; THAC0 15; AT 2; Dmg 2-8/1-4 + poison; SZ M; IN Non; STs 17, STw 16.

Special Attacks: Tail sting (save vs. poison or suffer permanent paralysis).

Note: Wings burn off in fire (no damage, but wasp cannot fly thereafter).

Days 18-20: No Events

Remember to mark off the map squares logged.

Day 21: Services

The woodcutters expect the PC clerics to hold religious services. These will take 1-2 hours and will not delay the work. Mark off the normal number of map squares logged. Three natives (Bullywugs) show up to attend the services, if allowed. If not, they simply leave.

Day 22: Disease

If the PC clerics have been casting *cure disease* spells on everyone as often as possible (5 per day, 21 days for the circuit), this event does NOT occur. Otherwise, continue with the following.

One PC (determined at random), 3 guards, and 12 workmen start feeling ill — slightly dizzy with occasional chills. They have contracted a jungle disease. Once diseased, a character (PC or NPC) cannot work, fight, or cast spells. The disease is easily removable by a *cure disease* spell. If not cured, the disease causes the loss of 1 point of Constitution every other day; the victim dies when this ability score reaches zero. Assume that workmen and guards have CON: 10. This disease is spread by normal small insects that are always present in the jungle. The jungle residents have built up a resistance to it and are normally not affected. If PCs do not start regularly treating everyone in their camp, other outbreaks of disease will occur regularly. You must keep track of these; without regular treatment, 4 workmen and 1 guard will become diseased every day hereafter.

Days 23-27: No Events

Remember to mark off the map squares logged. Logging operations conclude when 100 map squares are cleared of usable timber. When the logging is finished, the woodcutter-carpenters start work on building the scaffold and sheath around the obelisk.

Day 28: Services

The woodcutters expect the PC clerics to hold religious services. These will take 1-2 hours and will not delay the work. Five natives (Grippli) arrive to attend the services, if permitted. If not, they will want to know why. Though pushy, they can finally be chased off.

Days 29-32: No Events

Operations continue normally.

Day 33: Native Visit

A group of 6 natives (Grippli) arrive at the site in the morning, and they seem upset about something. If conversed with magically, they will be very upset about the human "desecration" of their sacred place — the maze and the obelisk. No PC actions will calm them; they leave quickly. If slain, another group of 3 will arrive in the afternoon, looking for the others. If these are also disposed of, the remainder of the tribe will assume that the humans have become very evil and will gather all the tribes for attacks to come.

Days 34-36: No Events

Normal services may be conducted on Day 35. Four natives (Grippli) attend services if permitted. Several workers make comments, such as "the natives aren't such bad guys, when you get used to them...".

Day 37: Sabotage

In the morning, it is discovered that some parts of the scaffold have been sawed or chopped. Tracks of native (Bullywug) feet are found here and there around the area. The building of the scaffold suffers 1 day delay for repairs.

If NPC guards are alerted and more carefully positioned around the maze area, further sabotage may be prevented. The natives have only a 10% chance (check each night hereafter) of successful raiding. If PCs stand guard, the chance drops by 1% per PC. If no precautions are taken, the same amount of sabotage (and delay) will occur each night hereafter.

If the Grippli Tribal Mother is confronted by PCs about the sabotage, she will deny her tribe's involvement, blaming it on the "bad natives". Likewise, the Bullywugs will blame it on the "bad natives" — the Grippli — and claim that it is all part of a scheme of the "old witch" (the Tribal Mother).

The guards and woodcutters start to openly distrust the natives; some feel that it would be best to wipe them all out.

Days 38-41: No Events

Operations continue normally.

Day 42: Services

The usual religious services are held, but are attended by no natives. However, as the service ends, 12 natives arrive, one of them a leader. They are armed with spears and seem irritated. The leader wants to talk; if magical means are employed, the message is revealed. The natives (a conservative militant group of the Grippli tribe) believe that the human operations are defiling their sacred area, the maze and obelisk. They demand that the humans leave the area within 10 days. They will try to leave peacefully, and will flee if attacked.

Days 43-48: Possible Special Event

Work on the roadway should begin sometime in this range.

Special Event: While workmen are clearing the roadway, two of them fall into a pit trap and die on poisoned spikes. This is not avoidable unless the characters search the entire road with *find traps* spells (at least 4 spells' worth). Memorial services delay progress for 1 day. (This trap was made by Bullywugs.)

Day 49: Services

Services may be held as usual; there are no interruptions.

Day 50: Messenger

In the afternoon, a native is spotted running quickly towards the PC encampment, with spear in hand, apparently charging. If allowed to arrive and magically conversed with, it brings word of violent conflicts between the two native (Grippli) factions, the militant conservatives and the liberal majority (led by the Tribal Mother). The native asks the PCs to aid the Mother.

If the messenger is slain before arrival, no further events will occur until the mass attack on Day 58.

If PCs do not respond, the liberals will be defeated by the combined forces of the conservative Grippli and their Bullywug allies (!). This occurs on Day 54, after a long series of skirmishing and a large final battle. On Day 58, their combined forces will march on the PC operations.

If PCs respond and come to aid the Mother, do NOT run the skirmishing. Summarize the situation, explain that no open battle is yet possible, and keep the game (and time) moving. The militant conservative faction (14 natives) deserts the village this night, leaving 16 natives with the Mother and her attendants. PCs may return to their encampment by night and return to the Grippli village each morning if desired, with no ill effects. Days 50-53 will be marked only by brief skirmishes; the major attack occurs on Day 54.

Days 51-53: Troop Movements and Skirmishing

Workmen report that elusive creatures, probably natives, are moving around out in the jungle for some reason. They avoid the human operations entirely. PCs will not be able to sight or catch any of the natives.

Day 54: Sounds of Battle

If PCs have avoided the native problems and remained with their operations, the sounds of battle will be heard coming from the east (Grippli Village) at 11 A.M. PCs may investigate, but will find a horde of natives in the village, fighting a very few others ("mopping up"). By this time, the Tribal Mother, her attendants, and 12 of the Grippli liberals* have been slain; the remaining 6 liberals are prisoners.

At this point, the force controlling the village is identical to the attacking group described in **Kliket's Charge**, minus 10 Bullywug casualties. PCs will be negotiated with, if possible; this group is not yet prepared to attack the or the human encampment.

***Accounting Note:** Previous Grippli casualties, such as deaths from PC confrontations, are subtracted from these 12.

If PCs are present in the Grippli Village at 11 A.M. on Day 54, run **Kliket's Charge**.

KLIKET'S CHARGE

DM Notes

When PC clerics pray for spells on the morning of Day 54, the intermediaries contacted (for level 3-5 spells) will point out that there are creatures all over this place with poisoned weapons. It is unusual for an intermediary to comment in this manner. They will say something like "Are you *SURE* you only want that many *slow poison* spells?" Aside from this rather obvious hint, the intermediaries' conversation and spell granting will be normal.

This battle should take ½ hour of play or less. To keep things moving, assume that melees which do not involve PCs take 5 rounds to resolve, with 3 times as many Grippli casualties as Bullywug. (If Grippli are magically aided, *e.g.* attackers are *slowed*, reverse those odds in favor of the defenders!) In addition, determine each individual's hit points when damage is taken, NOT in advance. Assume for area-effect purposes that there are six attackers per 10′ × 10′ square area during most of the battle. The 7 attacking leaders are spread out at various points in the mob.

Position the defenders (PCs and 18 Grippli natives) in any manner desired by the players, except that Grippli must be within their village. During the 3-4 days of skirmishing, defensive barriers may be built with logs and mud, giving 50% cover (-4 AC bonus) to the defenders for the first attack. DO NOT SUGGEST THIS, but allow it if players think of it. The Mother and her 4 attendants will stay back out of the fray, preferably in a hut.

The attackers creep up near to the village under heavy cover in an attempt to gain surprise. If any PCs are outside of the village between 10:30 and 11:00 A.M., or if any PC has a *detect invisibility* spell running during this time and is using it to watch for enemies, the sneakily approaching enemies will be spotted, and surprise will fail. Otherwise, the attackers will gain 2 surprise segments, using the first to jump (a charge attack) and the second to make a hand-to-hand attack. Note that the jump attack is a charge, and if defenders are NOT surprised they may set their weapons against it.

The attackers and defenders are all using poisoned spears (victim hit must save vs. poison or die).

Attackers

Bullywug Natives: 60; AL CE; MV 3″/15″; HD 1; AC 4; THAC0 19; AT 3 or 1; Dmg 1-2/1-2/2-5 or spear (1-6 + poison); SZ S; IN Average; STs 17, STw 16.

Special Attack: poisoned weapon.

Chieftain, "Kliket": 1; HD 3; hp 18; AC 2; THAC0 16; AT 3 or 1; Dmg 3-4/3-4/4-7 or by spear +2 (3-8 + poison); STs 16, STw 15.
Special attack: poisoned weapon.

Sub-Chiefs: 4; HD 2; hp 12 each; AC 2; THAC0 16; AT 3 or 1; Dmg 2-3/2-3/3-6 or by spear (2-7 + poison).
Special Attack: poisoned weapon.

Shamans: 2; HD 1 + 7; hp 11 each; AC 6 (or better); THAC0 16; AT 3 or 1; Dmg 1-2/1-2/2-5 or by spear (2-7 + poison).
Special Attacks: poisoned weapon; clerical spells (7th level caster).

Spells 3,3,2,1 (identical for each):

Cure light wounds (C 5s, 1d8)
Darkness (x2, C 4s, R 12″, DR 75r, 40′ diameter)
Resist fire (x3, C 1r, R Touch, DR 7T)
Cause blindness (C 1r, R Touch)
Dispel magic (C 6s, R 6″, 30′ cube)
Poison (C 7s, R Touch, save or die)

The 12 (or less) conservative militant Grippli will stay back and avoid the fray. They have, at this point, realized their error, and they are appalled at the bloodthirsty plans of their Bullywug allies. If attacked, they will flee; if confronted, they will surrender. Later, if given the chance, they will plead with the Tribal Mother for mercy and forgiveness; she will grant both if they reaffirm their allegiance and do penance by rebuilding the village and serving the surviving liberal Grippli.

Attack Tactics

Before they approach (at about 10:30 A.M.), the shamans cast their *resist fire* spells on themselves, Kliket, and 3 of the sub-chiefs. These 3 sub-chiefs wrap themselves in flammable oily rags; the fourth keeps a torch ready. They then accompany the horde in their sneaky approach.

The signal for the main attack is the lighting of the torch, back in the jungle. The shamans then each cast a *darkness* spell, aiming at Slim and Blaze (if visible, or any other PCs otherwise). When the *darkness* appears, the first wave of 30 Bullywugs will jump (30-yard range) at all available targets, doubling up as needed. Note that they gain a +1 bonus on this attack, and a hit inflicts double damage (plus poison).

While this occurs, the lucky sub-chief lights the others, and the flaming figures hop into the fray, making 3 attacks per round with claws and teeth. Any successful hit inflicts extra fire damage of 1-4 points.

After the first wave attack, the shamans continue with their second *darkness* spells, wherever they seem appropriate. Note that, as they are back in the jungle with the second wave of 30, they cannot be picked out from the others. Thereafter, whenever possible, the shamans will cast their *dispel magic* spells into the fray (avoiding their *darknesses*), give *cures* to the Chieftain or themselves if necessary, and then put up *cause blindness* or *poison* spells (not both) to use if they are attacked.

In the meantime, Kliket will send in the second wave of Bullywugs. Thirty more hop to the attack, without surprise but still with the charge bonus and, of course, poisoned spears.

Defenders

Grippli Natives: 18; AL N; MV 9″/15″; HD 1 + 1; AC 9; THAC0 18; AT 1; Dmg 1-4 or by spear (1-6 + poison); SZ S; IN Very to Exceptional; STs 17, STw 16.
Special Attack: poisoned weapon.

Defense Tactics

Wait for attackers to move in and slug it out.

Player characters are also defenders. Their tactics are as decided by the players.

Day 55: No Events

Operations continue normally.

Day 56: Services (Possible Special Event)

If the PCs have aided the Grippli and defeated **Kliket's Charge**, services will be held normally, with no events other than the attendance of all the surviving Grippli liberals — including the Tribal Mother and her attendants! At this time, they will reveal the reward they have for the PCs (the sheets of metal; see **Alliance** in the Grippli description). If PCs have not yet defeated the Bullywug army, continue with the following.

Services are held as usual; extra blessings and thanks are appropriate, as the project is near completion. (No natives attend the services.) However, in the middle of the service, Bullywug spears fly out from nearby underbrush, instantly killing 3 workmen in a surprise attack.

(This will NOT occur if the PCs are positioned evenly around their group, but do NOT ask players for special actions; that would be a too obvious clue, since the other services are uneventful. If players have the foresight to stand watch, the incoming forces will be sighted at 50-yard range, and the service can be interrupted and surprise prevented. Normal guards will NOT suffice to prevent the surprise attack.)

The workmen panic and flee in random directions; the guardsmen join the PCs to face the incoming attack, and will follow directions.

The attacking forces are identical to those described in **Kliket's Charge**, minus 10 Bullywug casualties. Many snakes, normal and giant-sized, and other wild and monstrous creatures are around the camp. Bullywug shamans have talked to them, and they are waiting for food (the fleeing workmen) to come running out. If (or when) the PCs and guards defeat the massed Bullywug attack, they will find that most of the workmen have been killed and eaten by the critters; 8 workmen may be found wandering in the jungle, if PCs search. All the engineer-architects will be slain. PCs may hereafter attempt to finish the project themselves, but success is not likely; many men are needed to move the massive obelisk.

Clever players may decide to collect as many bodies as possible, take them to the ships, and spend a few weeks casting *raise dead* spells. However, most of the workmen will be too badly damaged or eaten to restore. A maximum of 20 can be regained this way, still too few to move the obelisk.

Days 57 to Special: No events

Whatever the results of the past days, no further events occur until the PCs are about to leave (see below), either in failure or with the obelisk.

Day ? (Next-to-Last Day): Noises

If the PC expedition fails, this occurs the day after the great Bullywug attack on the operations. If PCs have sailed away, ignore this event.

If the PC operations have succeeded, the following occurs while the obelisk is being dragged to the beach.

To accomplish this, workers have dismantled the scaffold and used that wood and other logs, laying them along the roadway. The 20 capstans are set up (see diagram) and manned, attached to the obelisk's sled and used to pull it towards the shore over the logs. When the obelisk is within 200 yards of the shore, long ropes are strung from the ships and attached to the sled, so that rowers may aid in the effort. The entire moving operation takes about 24 hours (2 long days' work).

On the second day of moving, native drums are heard in the distance. If the PCs seek the surviving Grippli to get more information, they will find them in the process of packing up and moving. They reveal that the sounds are Bullywug war drums; other tribes are coming. There could be over 200 Bullywugs on their way. By the sound of the drums, they should arrive within 2 days. The Grippli must hurry to join the other Grippli tribes for defense if necessary. The Grippli believe that the nearby Bullywugs must have gotten word of their defeat to the others. This will have no real effect on the operations, but adds to the atmosphere.

Day ? (Last Day): Approaching Army.

The sound of native drums grows louder. The obelisk reaches the beach, and workers hastily build a raft around it with logs from the roadway. By evening, the drums are very near, but the obelisk is ready for launch. If PCs decide to lauch that night, light sources must be used to ensure safety. The rope cables could snag if not attended carefully, and some pushing is needed in addition to the ships' pulling. Two of the ships are used to tow the obelisk and its raft; one remains more mobile.

If well lighted, the launch will succeed, and the PC expedition may sail up to ½ mile away from the shore. The navigators will not want to go further, as there is short visibility and there are reefs in the area's waters.

If the launch is left to the next day, no further events occur.

Day ? (Departure): Bon Voyage Party

As the PC expedition leaves the sunny jungle shores, they are bid a fond farewell by the Bullywugs, who come out onto the shore and throw spears at the departing ships. If the PC expedition launched the previous night, this has no effect whatsoever. If the PCs launch this day, some spears will stick into the raft around the obelisk, but nobody will be harmed, and the attack has no other effect. In any event, the beach is packed with irate natives, obviously very hostile. They cannot pursue very far into the water. If attacked (by long-range magic or by the ships' ballistae or catapult), the Bullywug army will pull back into jungle cover.

Final Encounter

On the morning of the 9th day of the 20-day voyage home, 2 other ships are sighted at a distance of 5 miles. They are heading towards the PC expedition.

These are 2 merchant ships containing pirates. They fly no flag. They have been sent by a rival nation, after their King heard that the PC expedition was being sent out. They want the obelisk. They do not, however, expect as much resistance as the PCs are able to provide.

The ships are large merchant vessels, identical to those of the PCs (hull value 40, length 75′, width 25′).

Movement Rates and Times

The rate of the pirates' approach will vary by PC actions. If PC ships turn to attack, the "Rate of Approach" (ROA) is the sum of the two ships' movement rates. If PC ships continue on course, the ROA is about 80% of the pirate ship movement. If the PCs turn away from the attackers, the ROA is the pirates' rate minus the PC rate. Thus, the third PC ship (not towing) can evade the pirates by abandoning her comrades, but the obelisk cannot be kept without a fight.

If the PC ships do not change maneuvers, the following rates and times will apply, counting from the original 5-mile sighting:

PC ship....	ROA	Time to contact
a. Turns to attack	7½ mph	4 turns
b. Continues on course	4 mph	7½ turns
c. Turns to flee	2½ mph	12 turns

EACH pirate ship is equipped with a ballista and a catapult (statistics given in the PC ship description section), with plenty of ammo. They will use flaming catapult missiles (pitch). The pirates' ships will start attacking when in range for both the catapult and ballista (30″ range; this is 900′, or about 1/6 mile). All shots will be aimed at the PC ships, being very careful to avoid striking the obelisk raft. When they close to 17″ range, the magic-users will start throwing their *fireballs*, aiming for the largest visible groups of people or at the sails. (17″ is 510′, or about 1/10 mile.)

At the first sign of danger, most of the PC expedition will get below decks; a few sailors (10-15 per ship) will stay topside to keep the boat moving and fire the siege engines. When boarding seems imminent, the sailors will swarm out of the hatch to fight. Non-fighters (such as woodcutters) will stay below, surrendering if engaged. Sailors will try to keep pirates from boarding and will throw belaying pins at them for 1d4 points damage per successful hit.

The pirates will attempt to close in, grapple, and board. They will then fight to the death — for that is their fate if they return empty-handed — almost to the last man. If reduced to 10 men per ship or less, they will surrender and offer to ally with (or serve) the PCs and their King. (The traitorous rogues will flee shortly after arrival, if possible, to continue independent lives of piracy.)

DM Notes

This encounter is best run loosely. Do not roll for every pirate and sailor attack, but roll normally for long-range siege engine attacks. Assume that the sailors have a slight edge in skill but are outnumbered, and that PC actions will save the day (hopefully). Concentrate on the PCs, and account for the rest by description and summary. As a tactical note, things will be somewhat grim unless the PCs can neutralize the enemy spell casters. Note also that PC fighters can have a great time in melee, attacking once per level of experience each round (as the pirates are less than 1 HD each)!

General Pirate Statistics

Pirate: 60 per ship; AL NE; MV 12″; HD 1-1; AC 6; THACO 20; AT 1; Dmg 1-8 (scimitar); SZ M; IN Ave; STs 17, STw 16.

There are 70 men per ship, as follows. Pirate leaders have the same statistics as normal pirates except as detailed below. Each ship contains the same assortment of personnel.

Personnel (per pirate ship)

Normal pirates (sailors): 60; (as above)
Sergeants: 5; HD 2; AC 4; THAC0 16; Dmg 2-9; STs 17, STw 16.
Lieutenants: 2; HD 3; AC 3; THAC0 16; Dmg 3-10; STs 16, STw 15.
Captain: 1; HD 4; AC 2; THAC0 15; Dmg 3-10; STs16, STw 15.
Magic-User: 1; HD 7; hp 20; AC 9 (or 2/3/4; see spells); THAC0 19; AT 1; Dmg 1-4 (dagger) or spell; SZ M; IN High; STs 10, STw 9.
Special Attacks: spells.
Cleric: 1; HD 5; hp 30; AC 4; THAC0 18; AT 1; Dmg 2-7 (flail) or spell; SZ M; IN Ave; STs 14, STw 13.
Special Attacks: spells.

Pirate Spells (mark off as used):

MU #1	MU #2	
_____	_____	*Magic missile* (C 1s, R 13″, 4d4 + 4)
_____	_____	*Magic missile* (C 1s, R 13″, 4d4 + 4)
_____	_____	*Shield* (C 1s, DR 35r; AC 2/3/4)
_____	_____	*Sleep* (C 1s, R 10″, DR 35r)
_____	_____	*Detect invisibility* (C 2s, R 7″, DR 35r)
_____	_____	*Stinking Cloud* (C 2s, R 3″, DR 7r, 20′ cube)
_____	_____	*Web* (C 2s, R 3.5″, DR 14T)
_____	_____	*Fireball* (C 3s, R 17″, 7d6)
_____	_____	*Fireball* (C 3s, R 17″, 7d6)
_____	_____	*Dimension door* (C 1s, R 21″)

CL #1	CL #2	
_____	_____	*Command* (C 1s, DR 1r)
_____	_____	*Cure light wounds* (C 5s, 1d8)
_____	_____	*Cure light wounds* (C 5s, 1d8)
_____	_____	*Cure light wounds* (C 5s, 1d8)
_____	_____	*Sanctuary* (C 4s, DR 7r)
_____	_____	*Hold person* (C 5s, R 6″, DR 9r)
_____	_____	*Hold person* (C 5s, R 6″, DR 9r)
_____	_____	*Hold person* (C 5s, R 6″, DR 9r)
_____	_____	*Silence 15′ radius* (C 5s, R 12″, DR 10r)
_____	_____	*Dispel magic* (C 5s, R 6″)

Spell Strategies

After throwing their fireballs from long range, the magic-users will wait until they have closed to 10″ range, and will then each cast their *shield* spells. They will use *sleep, stinking cloud,* and *web* to inconvenience as many of the PC crewmen as possible, saving *magic missiles* for any formidable opponents (i.e. PCs). The magic-users will flee their ships if they start to lose or sink, via *dimension door,* heading for either the other pirate ship or a safe-looking PC ship (arriving down in the hold).

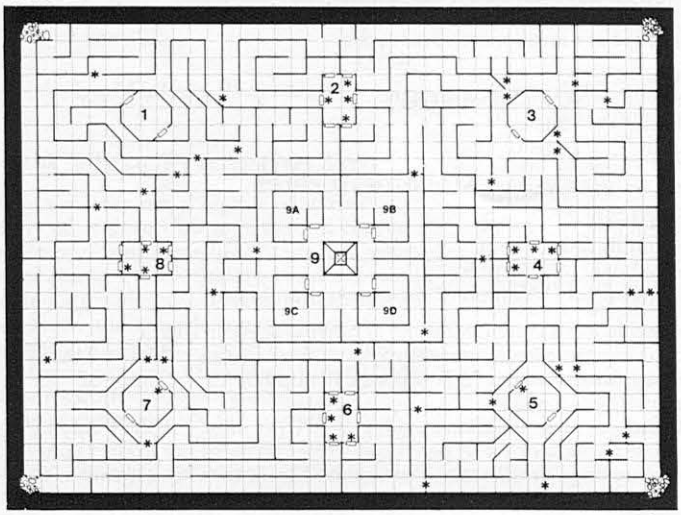
The clerics save their spells for opportunity, using *hold person* against formidable opponents (i.e. PCs), *silence* on obvious spell casters, *dispel magic* on PC-generated effects, and *sanctuary* if they are spotted. If engaged, the *command* spell (sleep) may come in handy. They will use *cure light wounds* on themselves, the magic-users, or any officers as needed.

None of the casters will put up a fight if cornered; they will surrender immediately if given a chance.

The pirates have a total of 2,400 gp in coins; the biggest treasure lies in the magic-users' spell books (value 15,000 gp each).

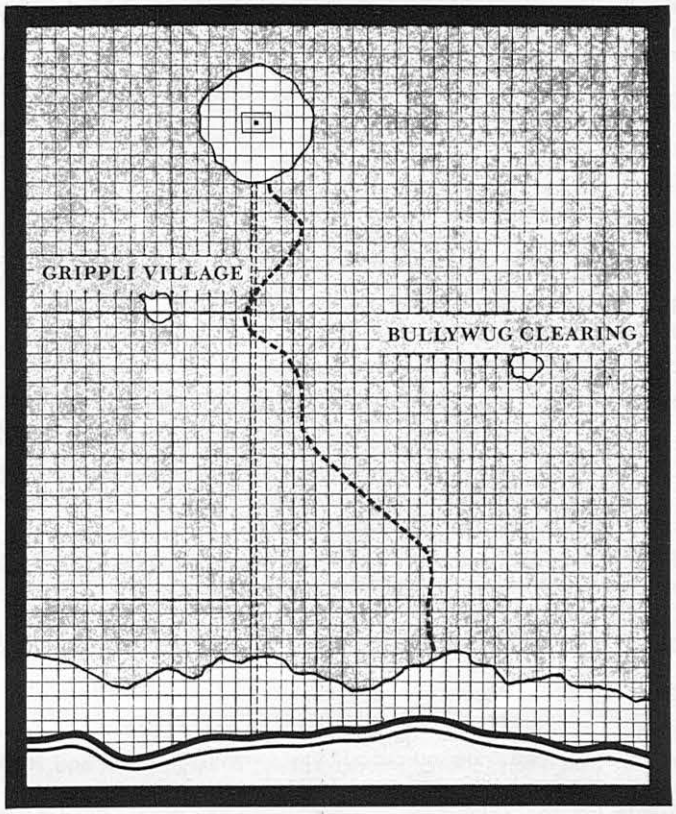
Here Ends "Retrieval" Part Two of "Needle"

MAZE MAP

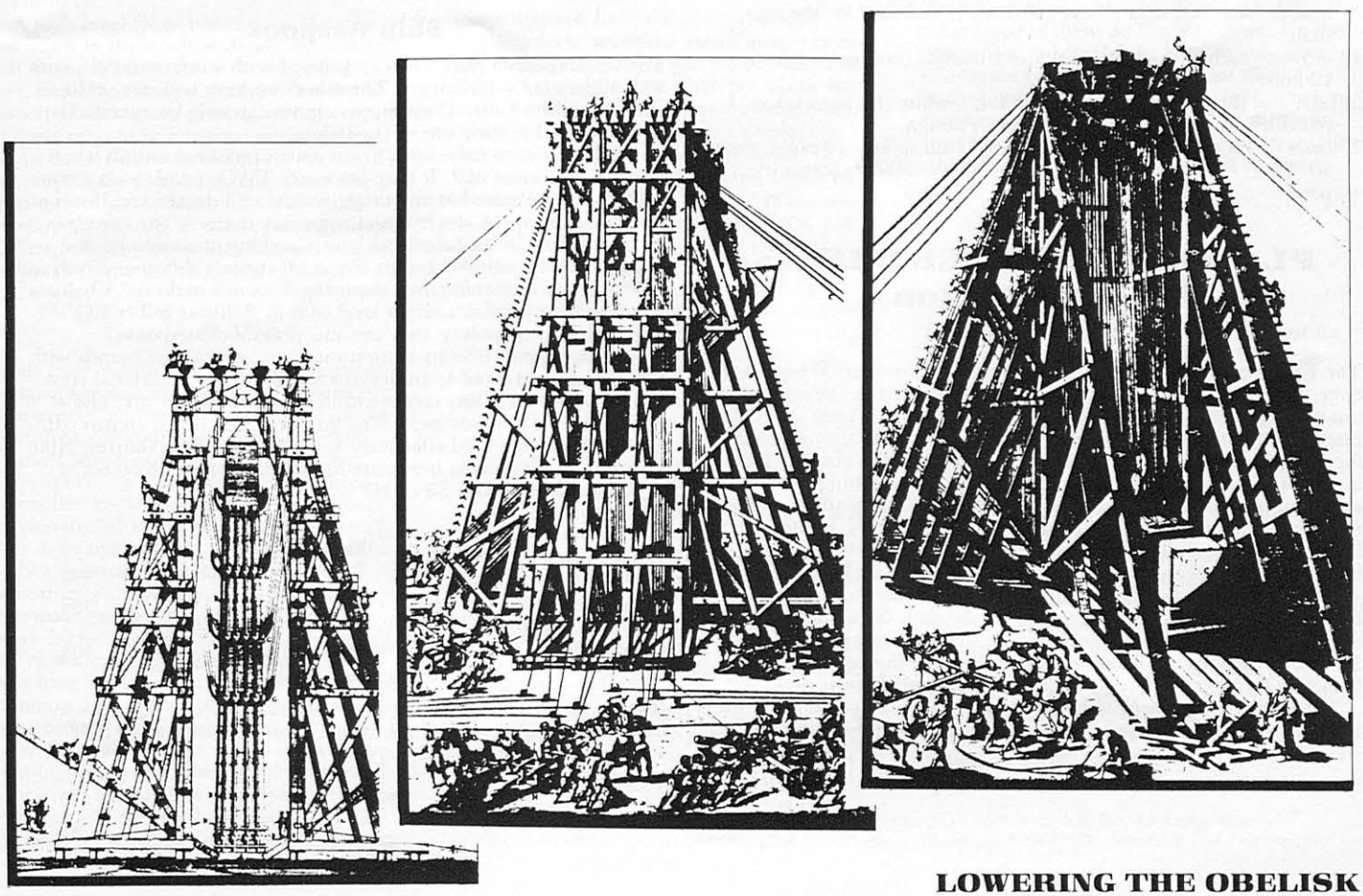


1 square = 10 feet

OVERVIEW MAP



1 square = 50 yards



LOWERING THE OBELISK

Normal Equipment

Each character has normal (non-magical) equipment not given on the character sheets (due to lack of room). The following list applies to each character. Characters may leave any or all items on board ship while they explore. Players may see this list at any time.

Armor: One spare set of armor (and shield where applicable)
Arms: One of each weapon of proficiency
Clothing: Normal clothing as desired, 3 outfits maximum
Herbs: 1 herb pack, with belladonna, garlic, and wolfsbane
Livestock: None (warhorses left back home)
Misc. Equipment: 1 backpack; 5 wax candles; 1 bone map case; 1 silver mirror; 2 flasks oil; a 50′ rope; 4 large sacks; 4 small sacks; 1 waterskin (full); 3 iron spikes; 1 tinder box; 2 torches; one special (see below)
Provisions: 2 iron rations
Religious Items: 1 silver holy symbol; 3 vials holy water
Tack & Harness: None
Transport: None
Special Item: Each character may have one item not listed in the *Players Handbook*. The item may be no larger than 1 cubic foot in size or 20 pounds in weight, and may not interfere with the AD&D® Game rules. It cannot be a weapon of any sort, cannot be alive, and cannot be magical. **Sample items:** sack of flour or marbles; wandlike stick; apple pie; etc.

IN ADDITION, spell casters may take any extra items desired needed for their craft (belt pouches, prayer beads, etc.).

The following items are also available, stored on the boat:

10 human-sized suits of leather armor; 30 sailor's caps; and 30 raincoats
2 goats (male and female); 1 pig (female); 5 piglets; and 1 mule with 1 saddle; 2 saddle blankets; 1 set large saddlebags; 1 harness; and a bit and bridle
4 large iron boxes; 4 large wooden chests; 20 large sacks; and 10 small sacks
10 hooded (ship's) lanterns; 20 torches; 4 tinder boxes; and 1 barrel (50 flasks) oil
6 barrels of fresh water; 1 barrel of rum; 80 standard rations; 30 iron rations; one ship's stove (attached); and food for the animals
10 quivers (each with 20 arrows) and 1 ballista (not movable) with 10 bolts
5 flags: 1 of the country; 1 of the capital; 1 white (for surrender); 1 red (for warnings); and 1 of unknown design
20 empty flasks (for oil, potions, etc.); 20 iron spikes; 10 poles, each 10′ long; 10 ropes, each 50′ long; 2 small lifeboats (capacity: 12 persons each); 3 grappling hooks on 50' lines

PLAYER REFERENCE SHEET: The Expedition

1. Plans

The King's engineer-architects, working with the court Wizard and Sage, have designed an elaborate project to move the obelisk without damaging it. The plan involves the building of a large scaffold, made of large timbers (to be lumbered at or near the site) and reinforced with metal parts (brought by ship) around the obelisk. Working from this scaffold, carpenters will build a close-fitting wooden sheath upon which metal pulleys are mounted. The roadway from the ruins to the beach will be cleared and, if necessary, reinforced; a huge sled will be built. The obelisk will then be raised off its base, by dozens of ropes through pulleys on the scaffold and the obelisk sheath, and the sled pushed underneath it. The needle will then be lowered, slowly and carefully, to rest on the sled. It can then be towed to the beach, where a raft will be constructed around it. Finally, by digging sand and towing with ships, the needle can be launched for the return trip, to be towed by two of the vessels.

The obelisk is too large to be affected by magical spells (such as a reversed *enlarge, telekinesis*, etc.), but magic might help in other ways.

2. Resources

The following persons are all sailing in the three ships:

6 player character leaders (you!)
25 mercenary soldiers (L1 fighters)
53 carpenters/woodcutters (L0 men)
10 engineer-architects (L0 men)
45 sailors (L1 fighters)
3 navigators (L0 men)
3 ocean-going shipmasters (L3 fighters)

The ships are large merchant vessels:

Masts	2
Hull value	40 hull points (HP)
Length	75 feet
Width	25 feet

Movement rates

Normal sail	3 mph
Maximum sail	5 mph
Normal oar	1/4 mph
Maximum oar	1/2 mph (2 turn maximum burst)

Acceleration time (standstill to normal speed): 1 turn
Sinking time (hull value surpassed, time to sink): 1d10 + 2 turns
Grappling chance: 75% (opponent ship has 25% chance of removing grapnels)
Damage repair: If damaged for 12 HP (at most), repairs may be made at the rate of 1 HP per repair crew (10 men) per hour. Damage exceeding 12 HP cannot be repaired until the ship returns to port, but the first 12 HP can always be repaired.

Special Note: When towing the obelisk home, the ships will move at half normal speed at best.

Much equipment has been brought for use in the project, including all the needed hardware, tools, and heavy rope (capable of 10,000 pounds' pull). The necessary lumber must be cut at or near the site.

Ship Weapons

The vessels cannot ram. One is equipped with a light catapult, with 30 boulders for ammunition. The other two have ballistae, each with 30 ballista bolts. These siege engines can only be operated by NPCs trained in their use — the sailors.

A ballista fires a large spearlike missile every four rounds when manned by a crew of 2. It may fire every TWO rounds with a crew of 4. It may be aimed at any target within a 45 degree arc, if it is at least 8 feet away. (A closer target can easily dodge.) The missile is hurled directly at the target, with little arching of trajectory. A ballista may be repositioned to aim in an entirely different direction ONLY by a maximum crew, requiring 3 rounds to do so. A ballista may easily be fired at a target level with it. Ballistae inflict NO structural or hull points; they are anti-personnel weapons.

A light catapult fires its ammunition once every four rounds with the minimum crew of 4; no benefits are gained by additional crew. It may be aimed at any target within only a 15-degree arc, and a minimum of 150 yards away. The missile traces a high arched path. Catapults may be used effectively against objects or creatures. Note that the damages given below are hit points; against an object, a light catapult inflicts 4 SP or HP.

	Range		Fire		Damage	
Weapon	Min	Max	Rate	Crew	Sm-Med	Lg
Ballista	8′ 1/4″	960′ 32″	1/2	2-4	2d6	3d6
Catapult (Light)	450′ 18″	900′ 30″	1/4	6-10	2d12	4d4

Ranges are given in both feet and scale inches. Crew figures are minimum-maximum. For the catapult (only), a bonus "to hit" applies if the target is stationary.

Fletcher's Corner

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by Michael Przytarski

A View From the Top

Have you ever run a high-level game? Many of us have 10th to 15th level characters in our campaigns these days, but what about characters of 18th level and above? Some judges simply refuse to run games at that level, and considering the number of options available to high-level characters and the complexity of combat, this attitude becomes quite understandable.

But occasionally it's fun to indulge the players who want to take their godlings out to play. The most immediate problem is too much power. Some players will try to roll up 25th level characters, or bring in a character who gained 20 levels in a single night of playing "let's make a deal" in another campaign. But although these are irritating problems, the DM can often nip them in the bud simply by a thorough review and a little judicious adjustment before starting play. It's after play starts that things really get difficult.

A high-level game needs to be thought out down to the smallest detail. You can't just "wing it" with Arch-Druids, Guildmasters, and High Priests. I have often found myself planning one gaming session for up to three months in advance just to get every detail exactly the way I want it. Face it, if the players are as good as they should be, then they ought to be able to spot small details and pick up on subtle incongruities. In fact, it's the placement of these clues that makes the game so much fun.

Goals & Plot

Aside from detail, the most important campaign consideration is internal consistency. The events in your adventure must follow logically from your basic premises. Ask yourself why these particular characters have to take on this mission. High-level characters know enough to let others beat up overstuffed dragons for them. After all, they didn't get to such important positions by being stupid. No, the basis for the adventure must be special — something that makes sense, and can be a real challenge for tough characters.

Try not to bring the gods into it, or you may have trouble getting them back out. A common design error is to present the mission through direct conversation with a deity. But once you introduce divine intervention, you will be hard put to explain why it will not happen whenever the characters wish. There are those who will argue the point anyway, saying that they are sons of what's-his-name the deity, but in most successful campaigns, the gods don't bother with mortal affairs. (Even if they did, they would probably hinder the characters just for fun.) And no deity is going to put his existence into mortal hands.

The best high-level plot device I have found is some version of "the device/person that must be found/stopped" scenario. For example, the characters must rescue a high-level friend of theirs who has been taken by people unknown, for reasons unknown. Since the missing person has a powerful magic sword, it makes the game even more fun, since now it becomes a prize. Add the knowledge that the character was kidnapped as a trap to capture the others, and the fun really starts. If you give the characters a plausible reason for the adventure as well as excitement, you will probably have a scenario that holds the players' interest.

Constructing the Adventure

Now that you have the plot, what do you do? Stock the area with mega-monsters and super-mages? That might interest the characters for a while, but when the magic is running low, and the weapons are dented, questions start popping up. The players begin to wonder why all these creatures are here and why they are attacking characters instead of each other. Since you probably don't want to answer these questions, you should limit the encounters to a logical and serious format. Three red dragons[1] are fun, but they can become tiresome. But three red dragons with riders who wield weapons of some power can make a real difference. Try using hoards of goblins[1] or orcs[1] also. Sure, they die easily, but you can't kill them all — at least not before they can do considerable damage. And only a few need to get through for that -10 AC to become worthless as the character is buried under irritated goblins.

Remember the balance of nature. Many of the larger creatures can destroy several square miles of land just in the process of feeding. Just think what will happen if they meet other creatures near their domains! Keep it logical. If you remember the type of terrain, eating habits, and natural enemies of your monsters, everything will fall into place.

As far as mega-mages go, they are fun to use as long as you remember that they are not stupid. After all, how many times has a high-level PC mage been killed in your campaign? Not often, I'll wager. NPC mages will take the same sort of extreme precautions that your players would take with their own characters. A mage who has reached a decent level isn't going to let the characters even get close — at least not right away. He knows when something hostile is coming and has plenty of time to prepare himself and his minions. The selection of spells which can be cast ahead of time to just to hinder a party or do damage is quite amazing. The characters may be tricked into killing a duplicate if they aren't careful. And even if they succeed, dead NPC mages can be *resurrected*[2] just as easily as player characters. Many mages can use *wishes*[2] (or the equivalent) months or years in advance to avert a life threatening situation.

These suggestions do not make the game impossible to win. On the contrary, the game *should* be hard to play. After all, how would your players like it if a low-level party could walk up and kill their high-level characters in a half hour of playing time or less? The same goes for the bad guys; they like to live also — that is, if you can call what some of them do "living". And for the most part, they will fight hard to stay alive. (For some reason dragons do not like being turned into frogs.) The same goes for their minions, who frequently prefer to die fighting than report a failure to their masters. So don't be afraid to make the game challenging.

A Few of My Favorite Things

Mages, take note. Suppose there are hordes of creatures, or even just a few large creatures, advancing towards you. The only powerful spells you have left are *delayed blast fireball*[2] and *wall of force*[2]. You prepare to cast the *wall of force* in front of the party, then the *fireball* upon the creatures. It's a nice move, but not the best. Instead, cast the *fireball* just in front of the creatures, followed by a dome-shaped *wall of force* over them and the *fireball*. When the *fireball* explodes in the confined space, the victims will forfeit their saving throws because they cannot take evasive action. The opponents will therefore take full normal damage from the blast and will have to save for items as well. Fire resistance is fine, but it only lessens the damage taken and does nothing for items carried. When the *wall* goes down, the fighters can mop up whatever is left. After all, that's their job.

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2. From ADVANCED DUNGEONS & DRAGONS® *Players Handbook*, © 1978 TSR, Inc. All Rights Reserved.

RAMPAGE

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by Roger E. Moore

A number of members have written to complain about the lack of articles on the MARVEL SUPER HEROES™ Game in the Newszine, and some of their letters were published in the last issue. Never one to let a challenge go unanswered, Roger Moore wrote another MSH encounter, which was approved by Marvel Comics Group for publication. HQ shamelessly stole the scenario and used it for tournaments at Glathricon and at Origins, where it was well-received, and now we present "Rampage" for your enjoyment. (Now how about a few articles from the rest of the MSH fans? We can't let Roger have all *the glory. . . .)*

It seems to me that the most difficult thing about the MARVEL SUPER HEROES Game is designing a scenario that will challenge the most powerful heroes, such as Thor™, the Hulk™, or Hercules™. After all, to send someone like Thor against ordinary criminals (or even most extraordinary ones) would be nothing more than an exercise in overkill. Characters like Thor tend to unbalance most scenarios, which is probably why the rules and modules frequently suggest that such powerful characters be used only as NPCs.

On the other hand, it should be possible to give the players who are fond of brawny characters a run for their money. DRAGON® Magazine (Issue #88) gave Thor some bad-guy competition in the form of the evil Loki™ and Ulik™. Certainly something can be cooked up for poor little Hulk and Hercules, too. . . .

Rampaging characters

This scenario is designed for four players. Two will play villains, one will play a hero, and one will play a "sometimes hero" (the Hulk, of course). The referee can control other minor characters, such as crowds, police, and National Guardsmen. The referee may also wish to add other minor Marvel Super Heroes™ or Marvel Super Villains™ to the conflict.

Complete character sheets for all four characters have been printed on the back mailer cover, which may be detached for convenience.

Referee's Information

Things would have worked out very differently if Mary MacPherran (Titania™), hiding out in her Denver apartment and feeling particularly depressed and upset over a number of personal problems, had not flipped on her television set. The first show she saw was a live interview from New York with Hercules. The mighty Avenger™ was discussing his role as a hero and was happily elaborating on some of his past exploits.

Hercules was his usual charming, muscle-flexing, storytelling self. He easily stole the show from the commentator, along with the hearts of many women in the TV audience. Of course, the show had the opposite effect on Titania, who became progressively angrier and more embittered as Hercules bragged on his conquests and displayed his awesome musculature. Focusing her rage on Hercules, Titania pounded her TV set into atoms, dug her costume out of her closet, and picked up a one-way bus ticket to New York City.

Unbeknownst to anyone, the Abomination™ had managed to break free from his imprisonment by the U.S. government at about this same time. A careless technician with a loud mouth had ribbed him once too often about his many losses to the Hulk, and the Abomination's anger gave him the strength and motivation to escape (and to send the technician to an emergency room). Knowing that he is publicly regarded as a loser and a coward, the Abomination now wants to make one last bid to regain his status as one of the mighty — if he can overcome his terror and cowardice.

Hearing that the Hulk has arrived in New York City, the Abomination has made his own way there and issued public challenges for the Hulk to come and meet his match. The scenario starts as the Hulk closes in on his old enemy — as Titania, unaware of the brewing storm, hunts the streets of the city for Hercules. Hercules is the only major hero in the area at the moment who can intercept the Hulk and Abomination to prevent their battle, using either words or force.

Starting Play

Take the players aside one by one and briefly acquaint them with the events which led up to each character's appearance on the scene.

Using the map of New York City provided with the basic MARVEL SUPER HEROES Game boxed set, the referee may place civilians, police, National Guard units, and assorted vehicles in the streets before the scenario starts. The player of the Abomination should place him near the center of the map. The Hulk begins the scenario at any spot within a three-area radius of the Abomination. Hercules starts the scenario at any area on the border of the map, heading for the scene of the fight. Titania will arrive anywhere on the edge of the map at a run, two rounds after the start of the scenario, ready to pound the Greek warrior into submission.

Notes on Conducting Play

Certain circumstances may cause the Hulk to experience an immediate adrenaline surge, or even to attack targets other than the Abomination. For example, anyone who defeats Abomination before the Hulk can do so will immediately be attacked by the Hulk, who will be at Shift X Strength and Amazing Fighting (effective at once — regardless of previous scores — unless Strength is already at Class 1000).

If attacked by more than one hero or villain at a time, the Hulk will grow angrier. His Strength will rise to Shift X, and his Fighting will become Incredible. If attacked by three (or more) heroes or villains, the Hulk's Fighting ability will rise to Amazing. If the Hulk is already at Shift X Strength and Amazing Fighting and is then reduced to half of his original Health points, there is a 25% chance every round thereafter that his Strength will jump to Class 1000, at which point he will attempt to bash everyone in sight.

If the Abomination's Health is reduced to one-quarter of the initial score, he must make a Psyche FEAT roll or succumb to his fear of the Hulk's wrath. If he cannot then talk the Hulk out of attacking him (by directing his attention to either Hercules or

Titania™), then he will flee by the fastest means possible, using any means he can to help cover his escape.

Hercules™ must make a Reason FEAT roll to recognize Titania. If successful, he will recall tales told of her by other Avengers™ who have returned from the Secret Wars™.

Rampage Goals and Karma Awards

In addition to the usual Karma awards as described in the Campaign Book, the characters have the opportunity to earn additional Karma points for achieving the specific goals set forth for each below.

The Abomination™

The Abomination has suffered much under the fists of the Hulk™, and this fight may be his last chance ever to recover any of his ruined self-esteem. He will make extensive use of thrown objects in an attempt to wear the Hulk down before joining battle. The Abomination is torn between his terrible desire for vengeance and his awful fear of the Hulk's powers. He has no such fear of the others, though he dislikes Hercules greatly and cares nothing for Titania unless she challenges him.

Karma awards

For defeating the Hulk within 10 rounds by himself	+ 100
For defeating the Hulk otherwise	+ 50
For defeating Hercules or Titania	+ 50
For running away from the Hulk	-30

Hercules

Initially, Hercules wishes only to prevent the Hulk and the Abomination from completely destroying part of New York City. He may use any means desired to accomplish this task, though he would probably try to reason things out with the two green-skinned fighters at first. He knows he cannot get further help for the time being, and he would prefer not to let the two wear each other down before interfering, since this would ensure the destruction of a couple of city blocks in the process.

Hercules might find Titania quite attractive, and in any case, he will probably try to flatter her in the hopes of assuaging her anger. Regardless of the outcome of the battle, Hercules should continue to act in a chivalrous and gentlemanly fashion — perhaps even apologizing if he has to punch out Titania.

Karma Awards

For stopping the Hulk/Abomination fight within 10 rounds	+ 100
For capturing each of the other three characters	+ 100 per character
For letting Hulk and Abomination fight for 3 rounds or longer without interfering, at any time	-20 per time

The Hulk

The Hulk, from the moment he lays eyes on the Abomination, will want to attack his old enemy at once. He cares nothing for any other hero or villain, unless such a character tries to interfere in his fight with Abomination in any way.

If he manages to conquer the Abomination and is otherwise left alone, the Hulk will then leave the area by making Unearthly leaps, cutting a highway of destruction through the rest of New York City in the direction of open country, where (hopefully) no one will bother him.

Karma Awards

For defeating the Abomination within 10 rounds by himself	+ 100
For defeating the Abomination with help from others	+ 50
For defeating Hercules or Titania	+ 50

Titania

Titania wants nothing more than to beat the stuffings out of Hercules and make her victory as widely known as possible. Shaming the Greek hero in battle would go a long way toward improving her battered self-image. If Hercules belittles her fighting ability and strength, it will only make her more determined to beat him. But if he praises her fighting skills and power, she may be less inclined to be vicious, although she still desperately wants to beat him in a fight. If she loses the fight, she will become even more depressed and dispirited than she was before. She has no immediate quarrel with either the Hulk or the Abomination, but if she defeats Hercules, she may be tempted to add to her conquests by trying to defeat one of the two green titans — or both of them, if possible.

Karma Awards

For defeating Hercules within 10 rounds by herself	+ 100
For defeating Hercules otherwise	+ 50
For defeating either the Hulk or Abomination	+ 50

How to Succeed at JUDGING AN RPGA™ NETWORK EVENT

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by Rembert N. Parker

So it's finally happened. After years of playing your favorite role playing game, and (with any luck) even more years running an ongoing campaign, you've finally lost your senses and let somebody talk you into judging an event for the RPGA Network. At first glance this doesn't seem any more complicated than running your friends through Module G-1; in fact, it seems easier! Just a few hours of rolling dice at a table, a little bit of paperwork, and you pick up an easy 1,000 + experience points. Don't you believe it. The RPGA Network events attract some of the best players in the country, and moderating a session will require all the skill you can muster.

You'll find that advance preparation really pays off in terms of the rating you receive from your players, as well as your own enjoyment of the experience. After all, it's difficult to concentrate on role playing when you're constantly shuffling through the module looking for the right monster description! So here is a quick "course" on judging tournaments. The list could easily be much longer than it is, but if I listed too much, information overload would no doubt render most of it wasted effort.

Homework

The RPGA Network will usually mail a copy of the scenario to you at least two weeks prior to the event. Sit down with the module and some scrap paper, and read the scenario through once, start to finish. Then go back and reread it, making notes about the characters and the general situations that they will face. When you finish, you should have a table of contents that will help you to organize the module in your mind.

Next, dig out your *Dungeon Masters Guide* (or other rulebook, depending on the game system), and copy down the complete description of every magical item, weapon, or other unusual object mentioned in the scenario. Unlike your own local games in which "understandings" about how some items work have evolved over time, the RPGA Network events require strict adherence to the rules. (Would you be willing to bet that off the top of your head you can name the duration — in rounds, turns, or segments — of each potion in the *Dungeon Masters Guide*? I thought not.) Actually writing down the descriptions will force you to pay attention to what the book says about each item. It's easy to "skip over" some important facts when you're merely rereading a description. Plus, you'll have a set of handy cards for easy reference during play.

Now put together a summary page for the monsters. Include hit points, armor classes and "to hit" rolls, plus any special notes you feel are important. The players have all this information at their fingertips for their characters, but the information on the monsters is usually scattered throughout the module and may be needed more than once. You will find it invaluable to have a monster summary together in one place. (Be sure to go back and read the monster descriptions, especially those you aren't familiar with.)

Next, examine the NPCs for intelligence. If there are any humans or any monsters with high intelligence, make a few notes about how they may react to the party. The better you can role play the NPCs, the more chance there is for the players to interact with you and display their role playing skills. (Besides that, everyone will have more fun.) So work out personalities in advance, and play them to the hilt when the time comes.

If at all possible, test-run the module with people who absolutely, positively will not be able to play in the event. (The best choices are others in your area who are scheduled to judge it.) This will give you a chance to see how the event will flow, and may help you find some weaknesses in your preparations.

Home Room

When you arrive at the convention, be it as large as GEN CON® 18 Game Fair or as small as Glathricon, there will usually be a briefing session for the DMs. Attendance is vital. Several judges will usually have run the module, and a discussion of the event will cover a number of topics, including problems that have arisen, how to play certain situations to ensure that all groups face similar challenges, suggestions for effective role playing, and last-minute updates or handouts. You should have a few comments of your own, but the most important part of this meeting is listening.

If you weren't able to make copies of the player handouts before you came to the convention, be sure to pick up extra copies at this meeting, particularly if you need to run the event more than once.

Be sure you know how to handle the paperwork. You are responsible for making sure the following paperwork is completed and turned in after the round:

1. One index card from each player listing name, RPGA Network membership number, and the character name. Write your own name on the back of each.

2. After the round, each player must fill out a sheet rating the module, the other players, and you.

3. After the round, you will fill out a sheet rating the module and the players.

Be sure you have all the forms you need!

Study Hall

The time for the event has arrived. RPGA Network events are usually scheduled for four-hour periods, with the last fifteen minutes reserved for filling out the final forms. At the start of the event, you will be supplied with players and a place to play. There is usually an introduction to be read to the players, after which you can hand out the character sheets. It's probably best to tell the players what the different character types are and to let them decide themselves who will play which character. (Do NOT suggest a method yourself — this is part of the process of creating a party out of chaos.)

Once the sheets are handed out, immediately have the players fill out the index cards. Collect these, and let the players look at their sheets for as long as they wish, but remind them that the clock is running. It should also help if the players discuss their characters and possessions with each other. Suggest that the players write the name and class of their characters on pieces of paper and use those for placecards. Encourage the players to address each other only by these names when in role.

Offer the players a few minutes to look up anything they want in any of their books, and then have them put away everything (except the *Players Handbooks* in an AD&D® Game event). There's no need to be a hard-nose — ask the spellcasters to list their spells for you, and then offer to explain the workings of any of the party's magical items. Warn them that this is the last time you will offer information of this type — later on they will have to use the items blindly if they haven't studied up.

Classtime

Off you go! Inform the group that you will allow them to assign seats, er, a marching order, but that you won't bother them about it unless it becomes important. (Oth-

erwise, you can waste several minutes of game time whenever the party moves.) There is no need to have a caller picked out; if the party wishes to pick one, let them, but try to avoid setting up a "teacher's pet" at the start. As the party gets into situations that require decisions, call on each person individually, and rotate the order in which you call on them. If the party wishes to get into a debate with itself, allow it; try not to intrude. One of the most important things you can do is to allow the party members to talk to each other. Remember, the players came to play, not to listen to you read the module.

Food Fight

Sooner or later there will be melee. One of the ways that the players can show their understanding of the rules at the same time they are role playing their characters is to act intelligently during the fighting. Who can forget the Magic-User who ignored his *sleep* spell and charged into the fray with a horde of kobolds? Or, at the other extreme, a Paladin who turned his back on a monster that was beating on him to attack a monster that threatened the party's Cleric? Each DM has his own style of running a battle, but I generally divide the melees into several distinct sections:

1. **Intent.** Ask each player what he intends to do that turn. The order in which you ask for intentions can be crucial, particularly when one or more players are free to move while others are in combat.
2. **Initiative.** It livens things up if you allow the person in the most jeopardy to make the roll. There is no reason to have the same person roll every round, but be sure to announce who gets the roll before you are faced with three people rolling simultaneously.
3. **Actions.** The side that won the initiative roll takes any of the actions below that were stated in the **Intent** section, then the side that lost initiative may take intended actions.

3a. **Movement.**

3b. **Resolution of combat.** Attacks are made and results determined. (Note that the party members must act according to the actions stated in **Intent**.) Please play the monsters as intelligently as their characteristics allow. There is more of a sense of accomplishment when everyone barely survives a melee than when the party easily trashes everything in sight. Monty Haulitis can occur even with major monsters — such as a demon who swings a weapon when a spell would be more disastrous to the party.

You will have to keep track of timing for special actions carefully, such as spellcasting, attempts to use thieving abilities, multiple attacks, minor movement, and so forth. See your particular game system for details.

Feel free to gloat (a little) when the monsters are doing well, but try not to kill any characters who don't deserve it. (After all, the players probably paid to get into this event, and even though not everyone can win, all are entitled to four hours of fun for their money.)

Once you get past the first couple of encounters, you can relax. From here on, it really IS like running your own campaign, for the RPGA Network encourages you to use your own style. Don't worry about how fast or slowly your team is moving — they aren't being judged on speed, and it doesn't matter whether they achieve the goal or not. So go ahead and take the time to role play an NPC as you think it should be played. Have some fun, and your players will too. You're not under pressure from the coordinator or the clock.

Grades

Fifteen minutes before the end of the time period you must stop! This is the time allotted to the Dreaded Paperwork. The players will want to keep playing, but you must be firm — promise to resume again AFTER they finish the forms. (This also expedites their cooperation.) Nobody likes grading others or being graded, but try to be as honest as you can. Be sure to remind the players that they are scoring the other players on rules knowledge, role playing, leadership, etc., and NOT the value of their character or the way they roll the dice. And don't forget that they're grading you.

Graduation

Give the beleaguered person who is running the tournament some time alone with the paperwork, and wait until the results are posted before asking about your performance. It is not considered polite to watch over the coodinator's shoulder. When the head judge has some time on his hands, go ahead and ask about your rating. The players were asked to note how well you knew the rules and the module and to rate you overall as poor, fair, average, good, or great. In addition, they were offered the chance to name something you did wrong. Unless you pay attention to the player's comments, you can't improve, and the idea of experience is that you learn something that makes you better the next time. Don't confront the players (or the head judge); just take your lumps and promise to do better — and take heart at the good things the players had to say about you as well. Learning what you did right is as important as learning what you did wrong. Never forget — you don't have to be poor to get better.

Summary

All of the above centers around the mechanics of the tournament, while ignoring the most important part — people are playing to have a good time. You can help make that happen just by walking in with the right attitude. Try to challenge the party, not just bludgeon it to death. Remember to reward their accomplishments, not just hand out unearned treasure. Let them figure out how to solve the problems presented instead of just giving them hints on ways to avoid them. Finally, share your own enthusiasm for the games. If you just sit back and watch, you probably won't leave your group wanting to come back next year.

Good luck, and I'll see you at GEN CON® 18 Game Fair!

DISPEL CONFUSION

Advanced Dungeons & Dragons®

ADQ: What happens when two artifacts collide? Can the *Sword of Kas* be stopped by the *Invulnerable Coat of Arnd*? Would Excalibur or Stormbringer be stopped?
ADA: As a general guideline, all defensive absolutes take precedence over all offensive effects. Attacks are rarely, if ever, given absolute powers. If the effects are nevertheless utterly at odds and not resolvable by other means, both artifacts may either *teleport* away from the reality conflict to a random location, or may rupture normal space-time, causing both (and possibly all things nearby**) to be lost in the vortices of nilspace.

ADQ: Does the +10 hit points damage that a *Holy Avenger* does versus chaotic evil include the +5 bonus of the sword?
ADA: Yes.

ADQ: Can someone blend via a *robe of blending* and move at the same time?
ADA: Yes; this is its primary mode of use. It can, of course, simply be used to hide, as well.

ADQ: Can a *hammer of thunderbolts* be swung and hurled one-handed? If fighting two-handed, that is, with 2 weapons, can the *hammer* be swung in the off hand?
ADA: No. Not only must two hands be used, due to the size of the weapon, but fatigue also applies (as given in the description). This *hammer* can never be used effectively with one hand, including in "two-fisted" combat.

ADQ: For the purpose of magic resistance, at what level of ability does a *vorpal sword, holy avenger,* etc. operate?
ADA: The special cutting effects of such weapons are not affected by magic resistance. If the sword has intelligence, treat all spell effects (Primary Abilities and Extraordinary Powers) as if they were produced by a level of caster equal to the sword's Total Personality Strength (INT + EGO).

Special note: This equation is official. Though the level of caster is notably high by this calculation, the weapon has far fewer abilities than a spell caster of comparable level. The extra range, duration et. al. *gained thereby (as applicable) do not adversely affect game balance. —EGG*

ADQ: On page 27 of the *Dungeon Masters Guide* is a list of movement rates for various armor types. Should these be modified for strength using encumbrance bonuses and penalties from page 9, *Players Handbook*? Do these movement rates apply to non-humans, or do short-legged races such as goblins move more slowly? It is hard to get this information from the *Monster Manual*. For example, elves and dwarves both typically wear chain mail, but their movement rates are listed as 12″ and 6″, respectively, while humans in chain move at 9″.
ADA: Insufficient details are given on this topic to answer your question officially. Try the following unofficial system.

The "free encumbrance" (the amount the character can carry without penalty) is easily calculated by adding the average character weight (*Dungeon Masters Guide*, page 102) to the base "free encumbrance" figure (*Players Handbook*, page 101), expressed in coins, which generates the numbers on the following chart. Base movement rates are also given.

Race	Male	X	Female	X	Move
Human	2100	350	1650	260	12″
Half-orc	1850	300	1550	240	12″
Dwarf	1850	300	1550	240	9″
Half-elf	1650	260	1350	200	12″
Elf	1350	200	1150	160	12″
Gnome	1150	160	1100	150	9″
Halfling	950	120	850	100	9″

Remember that these figures include the character's own body weight. Find the total for your character, and modify it by the strength adjustment (*Players Handbook*, page 9), which is already given in coins. Finally, subtract the character's actual weight (naked) to find the maximum weight of items which can be added without penalty.

Assuming that the 35-pound increments used in the *Players Handbook* (pages 101-102) are based on the average capacity of the average human male, the "X" column gives the factored increment of change for all other character types. "X" is simply the ratio of unencumbered body weights, multiplied by that 35 pound figure. When a character adds "X" additional weight, the movement rate drops to the next stage: 9″; 6″; 3″-4″; (then, extrapolating if desired, 1″-2″; 0).

Example: A chubby half-orc female weighing 140 pounds has a strength of 18(40). Her free encumbrance is 1550 (from the chart) plus 1000 (Strength bonus), or 2550. After subtracting her weight (1400), she can carry items totaling 1150 coins without problem, at 12″ rate. Adding the 240-coin increment, her movement rate drops to 9″ when she's carrying a total of 1390 coins; to 6″ with 1630 coins; to 3″-4″ with 1870 coins; to 1″-2″ with 2110 coins; and no movement at all with 2350 coins or more.

Nearly all movement rates in the system are divisible by 3 for easier calculations. If you wish, you may extrapolate a straight-line function, instead of increments, to more accurately reflect the ratio of movement rates vs. encumbrance. However, use the ratios of average heights, rather than body weights, as a more accurate reflection of speed.

The table in the *Dungeon Masters Guide* (page 27) to which you refer gives accurate encumbrance figures for various armor types, and again (I presume) it is based on a human male. Use the movement rates given if you prefer to avoid the complexity of the above system.

ADQ: Can *invisibility* be cast on inanimate objects? If so, can it make light radiated from such objects invisible also?
ADA: *Invisibility* only affects a recipient creature; objects are only affected if they are "gear" of the invisible creature. No creature can be the "gear" of another; one *invisibility* spell affects only one life force. As to light — well, that's a sticky one, and left to the DM's option. We recommend that all light becomes visible once it leaves the light source, even though such a source could itself be invisible. (Note: See Issue #3 for more notes on *invisibility*.)

ADQ: According to page 66 of the *Players Handbook*, a familiar "conveys its sensory powers to its master". Does this mean that the magic-user himself is endowed with night vision, superior hearing, etc.? Or, does it mean rather that there is some kind of mental link which allows the mage to see through his familiar's eyes, hear with its ears, etc.?
ADA: The magic-user does NOT see through the familiar's eyes; that telepathic effect is gained only via a homonculous. A familiar's much looser connection does give the magic-user additional powers, as given in the spell description.

**"Nearby" could be measured in any units, at the DM's option — from inches to light-years.)

ADQ: Can a human character change classes more than once by the dual-classed human rules?
ADA: No. Dual-classed means exactly that — two classes. No "triple-classed" character is mentioned, implied, or allowed by the rules. Certain exceedingly rare individuals might gain triple-class status, if the DM permits, but such a case should involve great personal service for and devotion to a deity of great power. This sort of thing is even beyond the powers of *wishes*, artifacts, and all other mortal means.

(In my own campaign, there is one such person — one NPC of the hundreds I have detailed, known only as "Doc" — who is a human paladin/cleric/magic-user of disgustingly lawful and good nature. He was granted permission to add the magic-user class only so that he could rise high enough to cast *wishes* daily on behalf of the beleaguered forces of good during a five-century "dark ages," and also gained an extended lifespan for the same purpose. The forces of good have now returned to power, and Doc is thankfully preparing to die, quite weary of his tasks.)

ADQ: Can a character with two classes gain experience ever again in his first class? Will a *wish* or perhaps a quest allow this to work?
ADA: This should not normally be allowed at all. However, if the DM has strong reasons for wanting the character to gain one additional level of experience in the first class, one or more *wishes* might work. But this should only occur if there are strong reasons and a specific goal worthy of such a thing.

ADQ: Will an artifact function in an *anti-magic shell*?
ADA: Yes. Though many artifacts produce "normal" spell powers, they themselves are far beyond the influence of any such. Note that deities are likewise beyond mere "mortal magic".

ADQ: Can *legend lore* be used to hunt down the location of an artifact? Will it tell of any of its powers? What about a *wish*?
ADA: *Legend lore* can be used to gain information about an artifact, but read the spell description with care. Powers may be hinted at, in an exceedingly obscure manner. A *wish* may be used to duplicate the *legend lore* effect, with slightly better results.

ADQ: Do *Johydee's Mask* and *Queen Ehlissa's Marvelous Nightengale* give the possessors protection against *true sight*? The *Nightengale* "throws forth a protective sphere, preventing detection, or magical (or psionic) intrusion in a 30′ radius*. Does this mean that there is effectively an *anti-magic shell* around the *Nightengale*; or that within a barrier of 30′ magic does not function, but rather inside it does; or something else? Can someone cast out of this protective sphere? What if the possessor is psionically endowed? Will his psionics function inside of the sphere and beyond?
ADA: The *Mask* blocks mental attacks of all sorts, but does not inhibit the user's abilities in this regard. The *Nightingale* sphere of protection is exactly that, again not interfering with the user in any way. These artifact effects are not like those of any spell or other magic item.

ADQ: When casting *shape change*, does the magic-user acquire the armor class and saving throw of the creature he becomes, or does he retain his own? Will he acquire innate abilities of the creature, such as immunities to normal weapons, or perhaps the ghost's ability to age 10-40 years?
ADA: The magic-user acquires the armor class of the form, but not the saving throws; these are based on a being's trueself. Immunities and special attacks (such as aging) are acquired as per the new form.

ADQ: Magical aging requires a system shock survival check. Does this include the effects of *haste, wishing, gates*, and the like?
ADA: We recommend yes, that any unnatural aging should cause a potentially deadly shock. However, the debate still rages, as yet unresolved. DMs who feel this to be too severe may modify the result of failure to be coma, lasting 1 day per year of aging, with a 10% chance per day (not cumulative) of death from the shock.

ADQ: How many familiars can a magic-user have at one time?
ADA: One only.

ADQ: Can someone other than the caster walk through a *prismatic sphere*, or does the seventh layer (force field) keep anyone from entering?
ADA: Anyone can penetrate a *prismatic sphere*, simply by taking the damage (a total of 70 hp) and making all the required saving throws. The "force field" is different from a *wall of force*, else the caster would not be able to penetrate it either.

ADQ: If a character is *reincarnated*, at what level of ability does the new incarnation begin? If the creature is *reincarnated* as a character type, but his former class is not available to his new race, what happens?
ADA: A *reincarnated* character should retain approximately the same mental characteristics (Intelligence, Wisdom, and Charisma), and thus is the same level of experience as before the incident. The DM may modify this to allow a drop of 1 level, but not more unless demi-human maxima apply. If the profession (class or classes) is not suited to the new form, the abilities are nevertheless retained, but further progress is impossible.

ADQ: Is a character who saves vs. an area effect spell (like *time stop*) immune to the spell effect, or is he simply able to get out of the area of effect?
ADA: No saving throw normally applies to a *time stop*. If a *wish* or other powerful magic were specifically used at a prior time, for the express purpose of allowing a saving throw for the next effect normally allowing none (and carefully worded, as well), this is theoretically possible. However, due to the power of a *time stop* (a spell effect on a par with a *wish*), even a successful saving throw would not indicate freedom; rather, the victim would be able to perceive the *time stop* area and the actions of the caster of the spell, but would still be firmly caught within it.

This is an exceptional case. Normally, a saving throw indicates an individual's ability to resist or avoid an effect, and assumes defensive action (mental repulsion of an attack, physical dodging or covering up, etc.) appropriate to the attack form. Any character unable to move to avoid a damage-causing area effect should incur some penalty to the saving throw. Anyone refusing to take defensive action should incur a severe penalty at the very least, and may (DM's judgment) forfeit one altogether.

ADQ: When using the psionic discipline of energy control, can the psionic character choose which spells he will allow to function?
ADA: Psionic energy control should be tightly controlled by any DM wishing to retain any shred of game balance. This Major Science is far too powerful as it stands, and will be revised or deleted in the future. For now, we recommend that its use be balanced by a simple addition: if the psionic character ever suffers a "P" or "W" result (from a Mind Thrust or Ego Whip attack), this will automatically be the ability damaged or removed, and its loss (if a "P" result) cannot be restored by any means whatsoever.

To your question: as currently described, energy control can be used against any one or more attacks directed at and approaching within 10′ of the psionic, with no other limit except that dictated by the psionic's total power.

ADQ: When a thief casts a scroll spell, there is a chance of miscasting it which increases with the spell's level (page 27, *Players Handbook*), apparently similar to a spellcaster's chance of miscasting a scroll spell of a level higher than he could cast himself (page 128, *Dungeon Masters Guide*). For determining the thief's chance of miscasting (and resulting spell effects), what level of spellcaster is he considered to be? Zero?
ADA: Yes, use that chart. However, treat a 10th level thief as if a Level 1 caster, 11th level as if Level 2, etc. (This is, by the way, the same procedure as that used for determining the caster's level when spells are used by rangers and paladins. The first level at which a spell type is available is always treated as if Level 1.)

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STAY ALERT in the PARANOIA™ Game

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by Errol Farstad

Greetings, fellow gamers! Before getting into this issue's review, I'd like to inform you that the second edition of Star Trek®: The Role Playing Game (STRPG) is now available in two different sets. The basic game ($12.00) includes the Star Fleet* Officer's Manual, Cadet Source Book, Game Operations Manual, and 2 dice. The deluxe set ($25.00) contains all of the above, plus Starship Combat rules, hex grid for starship combat, counters, deck plans for the U.S.S. Enterprise*, AND a Klingon D-7 Battlecruiser*, plus three adventures to give you a feel for the game.

The PARANOIA Game

Every once in a while, a game that is pure entertainment appears on the market. The PARANOIA Game (West End Games, Inc., $15.00) must have been created solely for the entertainment of GM and player alike.

The PARANOIA Game is set in Earth's future. The characters are "Troubleshooters**" for the Almighty Computer. (The Computer can be classified as one's best friend, god, psychiatrist, chief of security, and a nut case all rolled into one.) Troubleshooters serve The Computer in various capacities as independent operators. Your character is one of six members of a clone family. (This arrangement makes for easier replacement of any PC who should happen to die — an all too frequent occurrence!) Troubleshooters may be asked to hunt down traitors, make a routine retrieval of a lost artifact, or (shudder) make an exploration Outside.

The object of the PARANOIA Game is primarily survival, as evidenced by the three mottoes of the Troubleshooter:

1. Stay Alert!**
2. Trust No One!**
3. Keep Your Laser Handy!**

Packaging

Rating: 9 ★ ★ ★ ★

The colors stand out enough to spark an interest in the game, and the artwork, both cover and interior, is very well done.

Within the set are three books, all well protected by durable paperback covers. Two inked 20-sided dice are also included with the game.

Rules and Explanations

Rating: 9 ★ ★ ★ ★

I had one major problem while reading the rules of the PARANOIA Game: how to keep from bursting out in stitches. The rules were purposely written in a humorous vein; but at the same time they were clear and to the point.

Player characters are created with 1 or 2 ten-sided or twenty-sided dice, depending on which of the eight primary attributes with accompanying modifiers are involved. Also included with a PC is a set of eight secondary attributes that help to "flesh out" your character. For example, for the primary attribute of strength, the second attributes are carrying capacity and damage bonus, and so on.

Each player then rolls up one of the mutant powers** and a secret society**. There is a slight catch to this: possessing a mutant power or belonging to a secret society is considered a treasonous act if you're ever caught, and may warrant summary execution. And no, you don't have a choice of whether or not you get one of these fascinating little items; it's all a part of what makes the PARANOIA Game so interesting. You begin to wonder what your fellow Troubleshooters know.

A character improves by accumulating security clearance** and commendation points**. The more commendation points you have, the higher security clearance you attain. However, only the GM knows exactly how many commendation points or treason points** one has.

Oh, didn't I mention that? Yes, one acquires treason points, also. A character who acquires enough treason points will be summoned by The Computer for execution and replaced by a clone. As I said, survival is the name of the game.

Skills in the use of various weapon types (as well as other areas chosen by the player) play an important part in the PARANOIA Game. These skills help determine whether you can fire a laser or even start an autocar. A "skill tree**" is used to determine a character's skill in a given area of expertise. Those who understand a flow chart for a computer program will understand the "skill tree" immediately, I've discovered.

Degree of Difficulty

Rating: 1

Inexperienced players can learn this game easily. The rules are entertaining to read, and so well written that I understood the basic concepts of the game the first time through. However, some of the smaller details, such as the various mutant powers available, require a second or third perusal for better understanding.

Miscellaneous

Rating: 7 ★ ★ ★

There are only two problems that I found with the PARANOIA Game. The lack of an index is a minor problem, but the fact that all the charts and tables are scattered throughout the three books is a major flaw when it comes to playability. I found it very frustrating as a GM to have to search diligently for the necessary charts during play. If the tables could not have been put into one book, I feel there should at least have been an index for tables and charts.

Overall

Rating: 8.5 ★ ★ ★

The PARANOIA Game is very entertaining, and I highly recommend it. I enjoyed running it, and the people who playtested it enjoyed playing it.

The main thing a GM has to keep in mind while running this game is to keep the players laughing as much as possible. In this game, more so than most, you're definitely in it for the fun.

★ ★ ★

Final Rating
The PARANOIA™ Game

Each category is rated on a scale of 1-10, where 10 is the highest possible, except Degree of Difficulty, which is rated from 1 (beginner) to 4 (expert).

Category	Rating
Packaging	9
Rules	9
Degree of Difficulty	1
Miscellaneous	7
Overall	8.5

'Til next time, may The Computer guide you!

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